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# 64

magazine

volume 2

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After 4 years in space...



Every new N64  
game reviewed  
and rated!

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# STARFOX 64

WORLD EXCLUSIVE REVIEW  
of the greatest shoot-'em-up of all time!

Zelda 64



Human GP



Duke Nukem



Blast Corps



Solved!

Over 25 pages of tips  
for *Mario 64*, *Turok*  
and *Shadows*!

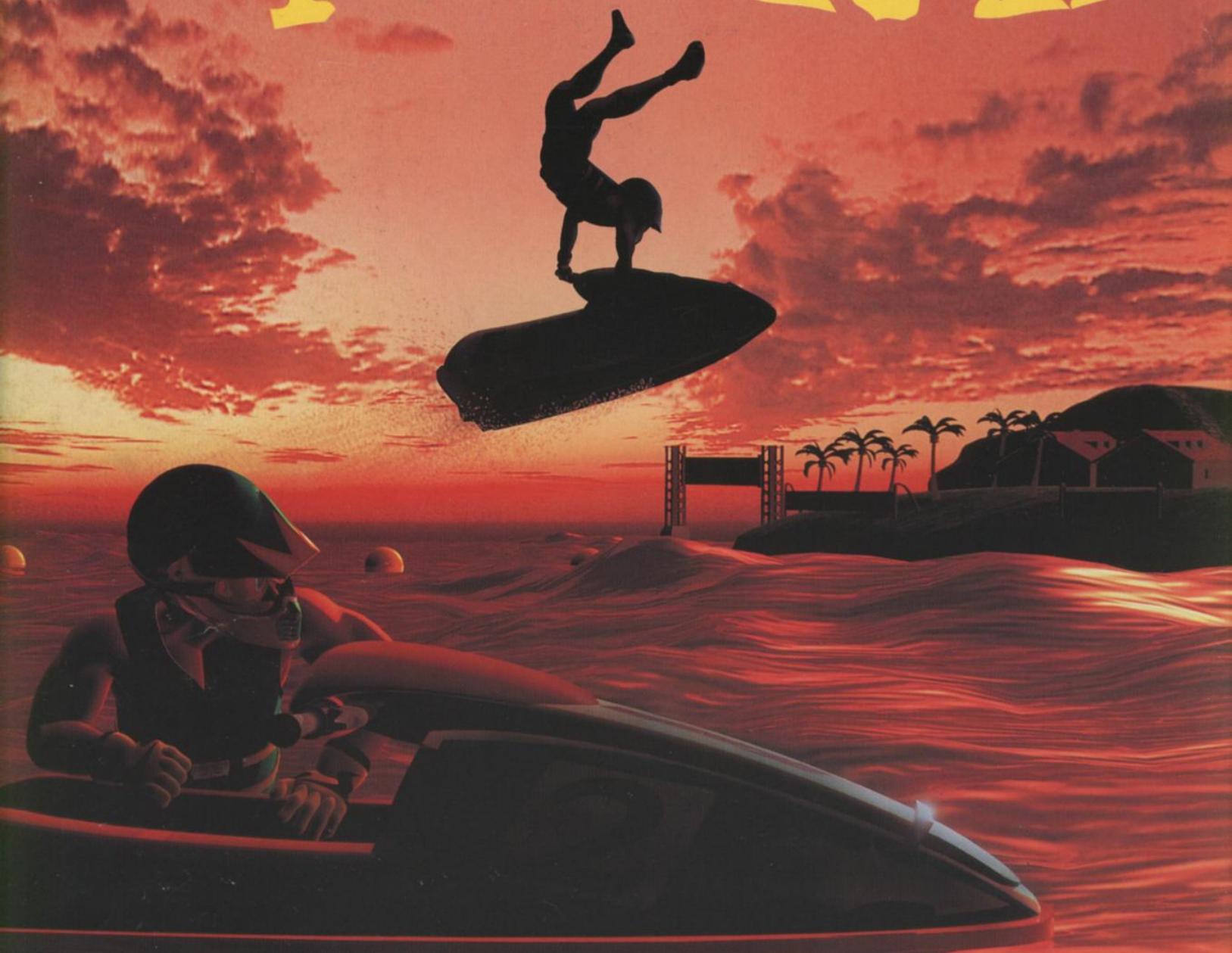
## Blast Corps

An utter monster smash  
arrives on the N64 at last!

NTSC or PAL? The facts, figures and essential advice on N64 gaming!

Go ahead.

# Rub it in.



As you thrash the wetsuits off everyone in the water, it's hard not to show off. Wave Race 64 puts you at the throttle of a 3-D soakfest with all the advantages of 64 bit technology under your thumb. Like a revolutionary analogue controller for full-motion 360° movement. So you can jump breakwaters and dive with the dolphins. Corkscrew out of the surf and cut a tighter line through the running tide. Even line up for two player split-screen against your mates. And with nine courses and four degrees of difficulty, there are literally thousands of ways to race your adrenaline. So. Are you wet yet?

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NINTENDO<sup>64</sup>



Get into it.

*Special collector's edition!*

**64**  
pin-up

after 4 years  
in space...

Solved!

over 25 pages of tips  
for Mario 64, Turok  
and Shadows!



Every new N64  
game reviewed!

**STARFOX**

WORLD **EXCLUSIVE** REVIEW!

Turn to page 16 now!

volume two

# 64

## magazine



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04

# CONTENTS

volume two

# STAR Fox<sup>64</sup>

## Foxy loxy or turkey turkey?

[16] Check out the FIRST FULL REVIEW of Nintendo's eagerly awaited space adventure. Eight pages of Interstellar action!

# N64 NOW £150!

[06] Yes, it's true – the Nintendo 64 price has plummeted!



## BLAST CORPS

[24] The most awesome destructive force since *Twister!* Full review.



## TUROK

[34] Six page review and ten page complete solution. What more do you need?



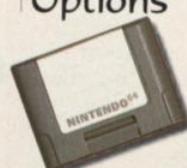
**Win!**  
A NINTENDO 64 AND A COPY OF *STAR FOX 64*!

All you have to do is answer the questions and ring the special number!

### Have you seen these boxes?

Part of every review in 64 MAGAZINE is devoted to giving you some regular information; the standing items. Here they are in all their glory and it saves you reading through the whole review just to find out one detail.

#### Memory Options



**MEMORY:**  
EVERY REVIEW WILL TELL YOU WHAT THE CARTRIDGE SAVE OPTIONS INCLUDE.  
**CONTROLLER PAK:**  
YOU CAN BUY A SEPARATE MEMORY PAK, SO WHAT ELSE DOES IT GIVE YOU?

## The Games

The very latest official and import games reviewed here by the experts

### Previews

An in-depth look at games which are shaping up nicely.

MOTHER 3	78
DUKE NUKEM 3D	80
SAN FRANCISCO RUSH	82
MULTI RACING CHAMP	83
SILICON VALLEY	84
MISSION IMPOSSIBLE	88
GOEMAN 5	90
CLAY FIGHTER	
EXTREME	92
DORAEMAN	93
BOMBERMAN 64	93
CRUIS'N WORLD	94
MACE: THE DARK AGES	94

### Reviews

No other magazine gives you this many comprehensive reviews.

STAR FOX 64	16
BLAST CORPS	24
HUMAN GRAND PRIX	32
TUROK DINOSAUR	
HUNTER	34
FIFA 64	40
NBA HANGTIME	43
WAYNE GRETSKY'S 3D HOCKEY	44
MORTAL KOMBAT TRILOGY	46

**Nindex** 96  
Essential buying advice for every N64 game released in the UK!

## The Awards

You can't have a review magazine without some sort of accolade for the best games, and at 64 MAGAZINE we've got the Sizzler and Gold Medals.

### Over 90%

A sizzler is awarded to the games which are utterly brilliant.



### Over 95%

A gold medal is awarded to the games that are the cream of the crop – the best N64 games money can buy. Make sure these are in your collection.



## The Ratings

This is your at-a-glance guide to how good every game is in each department: graphics, sound, gameplay and challenge.



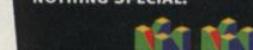
TOP MARKS! YOU CANNOT GET BETTER.



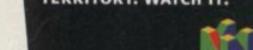
VERY IMPRESSIVE, BUT SLIGHTLY FLAWED.



DECENT ENOUGH, BUT NOTHING SPECIAL.



ENTERING SHADY TERRITORY. WATCH IT.



ABSOLUTE RUBBISH IN EVERY WAY.

FOLLOW ME...

### \$64,000 Question

THIS IS WHERE WE TELL YOU HOW MUCH OF THE N64 IS USED BY EACH GAME AND WHETHER THERE ARE ANY SPECIAL NEW FEATURES WHICH ONLY THE N64 COULD HANDLE. HOW MANY GAMES ARE TRULY 64-BIT?



**N64** Welcome!

## Welcome to the N<sup>64</sup>!

May is a great month to own a Nintendo 64. Why? Because *Star Fox 64* has been delivered to us from the land of the rising sun, and by George – it's the best 64-bit game since *Mario 64* – an unforgettable rollercoaster ride of wanton destruction – if you want it summed up in a user-friendly soundbite.

In fact *Star Fox* is so important for the N64 that we decided to delay the second issue of 64 MAGAZINE just so that we could be the first magazine to review it comprehensively. And that's what we've done – eight pages of unashamed praise for the best shoot-'em-up since *Space Invaders*! Not only are we the first magazine to review *Star Fox*, but we are also the first Westerners to complete the game, and next issue we will have a guide to many of the secret routes and vehicles.

But for now of course you should be saving all your pennies to buy the hottest import game of the decade and we've included in the review details of the best places to obtain it.

More stupendous news this month is that the Nintendo 64 has gone down in price to just £150 in a dramatic move to compete directly with the Sony PlayStation. Read all about that in our news and current affairs section, 64 Showcase – brand spanking new for this issue.

The first issue of 64 MAGAZINE has sold out and we know you liked it because the office has been swamped with e-mails and letters. Many thanks for your kind words. The end result is that issue 2 has even more features, plus more reviews than any other N64 magazine, tips, news, all the latest previews, and a promise to never lose sight of who we write this magazine for – you, the Nintendo gamer. If you have any comments then please feel free to e-mail me at 64mag@paragon.co.uk, or write to us at the usual address (at the back of the magazine). Enjoy!

**DAMIAN BUTT**  
Managing editor

# the 64 showcase

news  
peripherals  
advice • hot new  
items of interest

## N64 PRICES SLASHED DOWN TO £149!



UNBELIEVABLE AS IT MAY

seem, just as 64

MAGAZINE was going to press, Nintendo took the bold and shocking move of shaving an incredible £100 off the price of the N64 hardware; taking it from a wallet-worrying £250 to just £150! A price drop this close to the launch of the machine is unheard of and it shows Nintendo's strong commitment to compete directly with the Sony PlayStation in Europe. The move came amid speculation of a price cut which was expected to happen eight weeks after launch.

Previously we had thought that Nintendo could not afford to bring the price of the Nintendo 64 down to much lower than £199 because of the size of the European market compared to America and Japan – obviously not.

Importers across the UK were also amazed by the news, but what does it mean for their prices of US machines which are obviously now more than the official price?

"We're surprised by the move," said

Ray at The Skill Academy, "we think

it's a bit of a panic move, but we're still convinced import is the way to go. The NTSC machine is the only one which runs full screen, full speed, it gives a better picture and if you want to play all formats, import is the way to go." Skill is currently selling N64's mail order for £189, but plan a bundle offer which should match the PAL machine for

chances are you will have already become accustomed to the price drop, as it was due to be announced on 1 May and implemented on 3 May. But what does this mean to you, the Nintendo gamer?

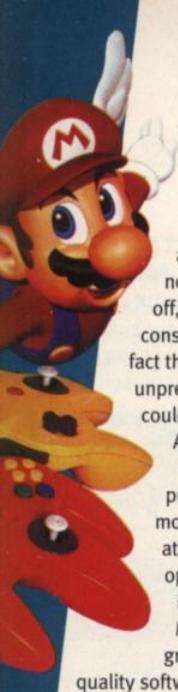
Well if you have just bought an N64



value within a few pounds.

"It won't touch it," Robin Mookherji at TORC Software was blasé about the price drop. "We sell import machines for £200 and we're confident people will pay for the superior machine. The PAL release schedule is pathetic."

If you are reading this then the



## Showcase

We say: Up-to-the-minute news!

# TUROK 2 – YES IT WILL HAPPEN

OF COURSE IT WILL, DEVELOPERS IGUANA WOULD BE STUPID TO PASS UP

the chance of another blockbuster like *Turok* and so the sequel is already

being coded, with many new features and any criticisms of the original addressed. First off, Iguana has stated that this will be an all-new game, and not just a series of new levels bolted onto the old game's engine. Hopefully this will mean lots of dinosaurs, more strategy and perhaps a two player hunting mode – all these things are recommended in our comprehensive review of the first game on page 34. *Turok 2* is scheduled for a 1998 release and it will be one of the N64's most anticipated games. More news as we get it.



## TOP 5

## NINTENDO MASCOTS

ANNOYINGLY SMALL LITTLE CUTE FLUFFY THINGS. TRADITIONALLY NINTENDO MASCOTS HAVE BEEN KIDDIE-FRIENDLY AND SACCHARINE-SWEET, BUT IT'S ALL WHOLESOME FAMILY FUN AND DESPITE OBVIOUSLY APPEALING MORE TO YOUNGER AUDIENCES, THE GAMEPLAY SHINES THROUGH TO PEOPLE OF ALL AGES. HERE IS OUR TOP FIVE...

1. MARIO
2. DONKEY KONG
3. KIRBY
4. LINK
5. YOSHI



## NTSC, converters, memory – the facts



### A BETTER PICTURE

While US/Japanese machines are shipped with composite leads, the UK machine comes with an RF TV aerial lead. This means the PAL N64 will work with absolutely any PAL TV. It also means an inferior mono sound and, according to conventional wisdom, a poorer picture.



Nintendo themselves offer a Super NES-style AV lead which consists of three phono leads (left/right audio and composite video) together with a SCART block. This not only provides stereo sound, but you can run the audio through a hi-fi. On the negative side, the picture isn't as improved as you expect and some people might find it a little bright.

### NTSC VS PAL

The mantra of N64 importers is a simple one: full screen, full speed. The N64 and its games are designed for NTSC – the TV standard used by Japan and America. To make an NTSC system output a European PAL signal, Sony, Sega and Nintendo all reduce their systems' clockspeed by 17.5% and slap on horizontal 'widescreen' borders to cover up PAL's superior resolution (625 horizontal lines rather than 525).

So if you want fullscreen, fullspeed entertainment you need NTSC, right?

Well, in reality it's not quite that simple. The N64 actually has 28 resolution modes, 14 for NTSC and 14 for PAL, and most PAL releases are recoded in an effort to reduce differences. *Shadows Of The Empire* runs fullspeed, fullscreen on PAL just like NTSC. *Mario 64* and *Turok* both have small borders and run slightly slower, but the differences aren't huge. On the other hand, *PilotWings 64* pushed the N64 so hard it used small borders on the NTSC version. Unsurprisingly, the PAL version has large borders too and its responsiveness is inferior.



NTSC machines also have an advantage with software release dates. Although Acclaim's *Turok* proved a near-simultaneous worldwide launch is possible, normally Japanese, American and European releases are a couple of months apart and in that order. Also, some minor releases are never converted. There is, of course, a price to pay for this speed and import software does cost more – usually at least £20 more than on PAL.

The final advantage for NTSC machines are their video output which, if converted to RGB, is superior to the standard machine (see below).

### NTSC N64S IN THE UK

If you want to enjoy NTSC gaming in the UK, you'll need a suitable TV. Many new TVs, especially Sony ones, are 'multi-standard' and



## NUKEM FOREVER!

**APOGEE HAS ANNOUNCED THAT IT WILL** convert the mega-anticipated PC sequel to *Duke Nukem 3D*, *Duke Nukem Forever* to the N64, with the same team currently working on *Quake 64* up for the job. Scott Miller, the president of Apogee said this month, "We have every intention of converting *Duke Forever* to the N64."



FOR A FULL PREVIEW OF DUKE NUKEM, TURN TO PAGE 80.

## LAMBORGHINI LUST

**TITUS, A LONG ESTABLISHED COMPANY,** but one that has been very quiet of late has finally broken cover with its first N64 game, *Lamborghini 64*. This is a conversion of the Super NES game and is thought to be a simple *OutRun*-style racer, but with massively enhanced graphics (just check out the solitary screenshot). Not surprisingly you control a Lamborghini Diablo for the majority of the game, although Titus has let it slip that there are one or two new cars as well. We'll have a more in-depth look at *Lamborghini 64* as soon as Titus let us in the door.



LAMBORGHINI 64 - ALL WE'VE SEEN SO FAR IS THIS SGI MOCK-UP.

## TURRICAN 64 ANNOUNCED!

**TURRICAN IS ONE OF THE VIDEOGAME INDUSTRY'S MOST ENDURING NAMES** and having crossed the gulf between eight and 16-bit, it now looks likely to skip the 32-bit generation and appear on the N64, courtesy of Factor 5. *Turrican* was a side-on scrolling platform game which allowed you to transform into different shapes to overcome obstacles and was a hit because of the intense shoot-'em-up action and a large number of complex levels. Factor 5 is working on it now, but a publisher has yet to be announced and it will be a standard cartridge game first of all, with perhaps a 64DD version later.

## 64DD WILL GET MODEM SAYS NINTENDO

**LAST ISSUE WE TOOK YOU THROUGH THE** proposed 64DD drive that Nintendo plans to sell separately at the beginning of 1998, but now the Japanese company has announced that the 64DD will also be modem compatible; allowing for network play and Internet access.

This is exciting news indeed, because many felt that the 64DD would become just another disappointing add-on, like Sega's 32X. Having games available on both standard cartridge and the 64DD disks means that interest is split between the two in much the same way as the old Amstrad CPC's tape and disk, and even to some extent, the Spectrum 48k and 128k games. Having two separate formats could confuse the consumer and this is the worry with 64DD.

Now that a modem is thought to be included though, this gives Nintendo a massive edge over Sony, whose PlayStation is not networkable and so has to rely on two player link-up games via a single cable. Nintendo plans to give 64DD owners the chance to modify their games via the Internet or direct satellite, and this opens many new possibilities, such as being able to buy and download games direct from Nintendo, or even have new characters or levels added to games at will. Without a doubt, the 64DD with modem capability is the most versatile new game system in the world, and all eyes will be on Nintendo to see if it can be launched on time. More news as we get it.



MOTHER 3 WILL BE THE 64DD'S FIRST GAME, AND NOT ZELDA, AS WAS PREVIOUSLY THOUGHT.



 will work perfectly with an NTSC machine straight out of the box. All you need is a standard, 220-100V power converter and a composite or SCART lead.

If your TV isn't multi-standard, there's still hope. Almost all TVs built in the last five years will have a 60Hz SCART and will output a colour signal from an RGB input. The standard N64 doesn't output an RGB signal, but most importers will offer a conversion for £30-40. This not only works with most SCART TVs, but actually provides a better picture than N64's usual composite signal. On larger TVs, colours will seem more vibrant, lines sharper and without cross-hatch style interference.

This conversion process is on its third-generation now with some importers including extra components to provide the best possible signal. However, this is usually an extra-cost option with most conversions using the second generation approach. This still provides a very good picture, although some very slight flicker can be detected on large expanses of white - such as *Shadows'* snowspeeder Hoth battle.

If you're reluctant to send away your NTSC machine, you can buy an external SCART converter, although a slight pixelation and colour blurring will be evident on bigger TVs.



## UNIVERSAL SOFTWARE

**PAL N64 OWNERS WANT TO PLAY BIG NEW NTSC GAMES.** NTSC N64 owners want to rent or buy UK PAL software. Can it be done?

The good news is that although sneaky chipset differences may emerge later, Japanese and American N64s seem almost identical. The only 'lock-out' device is a physical barrier. Open up your NTSC N64's cart flaps and you'll see two plastic pegs either side of the cartridge slot, depending on their positioning you can play either Japanese or US software. The simplest way to bypass this security is with a bridge adaptor. Alternatively, you could ask an importer to open up your NTSC N64 and physically remove the pegs.



The bad news is that the PAL system is a different kettle of fish altogether. It comes with a formidable triple lock on universal gaming. Firstly, there's another pair of pegs to remove. Secondly, there's a country protection chip which looks for a matching PAL code on cartridges. Thirdly, many NTSC games are coded to run at 60Hz regardless of the host machine and that causes problems with the PAL videochip: a slight ghosting or double imaging effect will be visible on some TVs.

The first two 'locks' can be defeated. One method is to use a Universal Adaptor. If you've a PAL machine, you put the NTSC game in one slot, and a PAL game into a second slot so that its security chip fools the N64 into running NTSC game code. This works with all the NTSC games to date, except *Wave Race* which freaks out after a few minutes play.

Alternatively, you can have your N64 internally modified by an importer.

## LET'S GET READY TO RUMBLE!



**THE RUMBLE PAK – WITHOUT A DOUBT** the best console add-on since the steering wheel or the Aura Interactor, comes with *Star Fox 64* and is a mini marvel. Plug it into the memory card slot, insert two tiny batteries and while playing the game, the joypad will vibrate with increasing vigour depending on the on-screen impact.

The Rumble Pak (as it will be known over here – Jolt obviously sounded like you'd be live wired into the mains!), works well and enhances the gameplay no end, but what many of us now want to know is once we've finished with *Star Fox*, will it be useless, or are other games manufacturers going to adopt the device?

Well the answer is yes, and we now have a more complete list of Rumble Pak games. Obviously many games have so far been tested, and there was talk of *Blast Corps* using the add-on, but Rare decided not to as no doubt it would be buzzing constantly during severe demolition sections and thus lesson the impact. The only downside of the Rumble Pak is that you cannot save with the memory card with one inserted, and so the only games to allow the Rumble Pak to work must have internal saves. Here's the definite list so far:

### CONFIRMED

1. SAN FRANCISCO RUSH
2. CLAY FIGHTER 64
3. EXTREME G
4. WAYNE GRETSKY'S 3D HOCKEY 2
5. AERO FIGHTERS ASSAULT

### POSSIBLE

1. TOP GEAR RALLY
2. KIRBY'S AIR RIDE
3. BUGGIE BOOGY
4. DREAM
5. ZELDA 64



SAN FRANCISCO RUSH – ONE OF THE FIRST GAMES APART FROM STAR FOX TO MAKE USE OF THE RUMBLE PAK.

## 64 CHARTS

NO	GAME	PUBLISHER
1.	WAVE RAVE 64	NINTENDO
2.	SUPER MARIO 64	NINTENDO
3.	SHADOWS OF THE EMPIRE	NINTENDO
4.	TUROK DINOSAUR HUNTER	ACCLAIM
5.	FIFA 64	EA

### ACCLAIM'S NEW RACER

#### NEWS JUST IN IS THAT

Acclaim's next N64 game will be *Extreme G*, developed by Probe Entertainment. Little is known so far except that it will feature futuristic bikes and has 12 mad courses. *Extreme G* will be for 1-4 players and there are eight bikes to choose from. Only a visit to the developers can confirm if it really is as good as it looks. More news as soon as we get it.

### BUGGY BOYS!

SET FOR RELEASE IN THE LAST QUARTER OF the year in Japan is *Buggy Boogie* from Angel Studios. Basically this is a racing game featuring large wheeled fun machines rather than precise supercars and we'll have a proper look next issue.



## MOST LOOKING FORWARD TO...

A REGULAR SERIES BRINGING TO THE FORE THE GAME WE AT 64 MAGAZINE ARE MOST LOOKING FORWARD TO. THIS MONTH...

### ZELDA 64 – LOOKS GOOD, BUT NOT ON 64DD

THOUGHT TO BE THE NINTENDO 64's first 64DD, *Zelda* is now going to come out as a cartridge first of all, with a more enhanced and interactive version planned for the disk drive in the middle of 1998. Instead *Mother 3* will be the premier 64DD game – something of a blow for the new drive, as *Mother* is very much an unknown quantity to many gamers (check out the preview on page 78 though!).

*Zelda 64* is now slated for a release right at the end of 1997 and it promises to be the N64's greatest game since *Mario 64*. If you bought issue 1 of 64 MAGAZINE then you will have already seen a preview on the game outlining its features, but this month we have some new shots for you to drool over before a more thorough blow-by-blow feature next issue. *Zelda 64* should be showing at the gigantic E3 show in Atlanta in June and 64 Magazine will be there filming the lot – expect an in-depth report in issue four!



## RAREWARE LEAD E3 CHARGE!

AMERICA'S E3 TRADE SHOW IS ARGUABLY the world's biggest event in the videogames calendar. This year it begins on the 19 of June, in Atlanta rather than LA, and Nintendo have already announced they'll have the show's biggest display. A slew of new games are expected to be unveiled, renewing enthusiasm for the N64 at a critical period in its battle against the PlayStation.

Rare's involvement has been thrown into the spotlight by the successful shipping of *Blast Corps* (arguably the

finest non-Miyamoto N64 game yet) and the less welcome defection of six employees. During a quiet week, the resignation of a couple of artists, three programmers and a games designer made headline news, principally because their new company, Eighth Wonder, is funded by Sony and will develop PlayStation games.

Unsurprisingly, the new company has praised its paymaster's machine as the "most versatile" and "market leading" format. PlayStation fans are ecstatic, but then again that market's



CAPTION: RAREWARE IS SO SECRETIVE NO PICTURES OF THE BLAST CORPS DEVELOPMENT TEAM CAN BE RELEASED TO THE PUBLIC. HOWEVER, WE CAN PRINT THIS PICTURE OF THEIR DISTANT ANCESTORS, FORTUITOUSLY GATHERED TOGETHER FOR THIS FAMOUS PAINTING. FROM LEFT TO RIGHT, WE HAVE: GRAEME (MUSIC), GARETH (TESTING), GARY (TESTING), PAUL (GRAPHICS), GRAHAM (PROGRAMMING), MARTIN (DESIGN), RICKY (GRAPHICS), RICHARD (PROGRAMMING), KEITH (GRAPHICS), HUW (TESTING), MARTIN (TESTING), LEIGH (TEXT) AND SIMON (PRODUCT MANAGER). THANKS TO LEIGH LLOVEDAY FOR MAKING A REPRODUCTION OF THIS FAMOUS PAINTING AVAILABLE TO US.



## FIRST N64 STEERING WHEEL!

LMP IS THE FIRST PERIPHERAL company to announce a steering wheel for the N64. Based on the PlayStation wheel, you get a set of high quality foot pedals, plus a strong wheel base which is held to any surface with suckers. The N64's controller buttons are re-created on the wheel itself, with tiptronic-style paddles on the back for easy gear changes. From our experience with the PS wheel, we know this brand to be well made and reliable, and the wheel and pedal set will be available soon for £79.99. For more information, contact LMP on (01992) 503133.

in dire need of Rare-style quality games.

Rare itself brushed away the resignations claiming development would be unaffected. The company is, after all, one of the UK's biggest and best financed developers with over a hundred employees. Nintendo took a 25% share in the company two years ago and the relationship remains extremely tight, with all PR routed through Nintendo of America.

The Twycroft company has always been notoriously secretive, but recently details have escaped about some exciting secret projects. The most tantalising is a game called *Dream*, an action-adventure vaguely similar to *Mario 64* and allegedly heavily involving Shigeru Miyamoto himself. It's one of the bigger new carts and is rumoured to be Nintendo's most exciting game for 1997. The excitement is such that it's completely overshadowed Rare's more predictable N64 project, a 64-bit instalment in the *Donkey Kong Country* series. It's believed the new game will be full 3-D and apparently some of the *Blast Corps* team have already moved over to ensure the game hits the US Xmas sales period. Before these two games appear, however, the 3D oot licence *Goldeneye* is due, with US ads already hyping what's likely to be one of the Summer's biggest games.

## NTSC OR PAL?

PLAYING IMPORT, NTSC GAMES ON YOUR UK PAL SYSTEM SOUNDS LIKE FUN, BUT as we report in our NTSC - The Facts section, the N64 boasts some formidable security. Basically, if you've got a multi-standard TV and a PAL system, the converters seem to produce a perfectly good picture with most games - *Wave Race* being the most obvious exception. If, however, your TV isn't multi-standard then the picture depends on the specific game. Some games adapt to PAL without any trouble, automatically running in 'widescreen' borders with a 50Hz frame update. Other games, however, seem to run in a quasi-NTSC mode with a fullscreen, fullspeed display which causes a ghostly, double imaging effect on 50Hz TVs. Below is our experience of how games perform on different systems, although you should be warned different TV/leads/game connections may provide a different result.

### NTSC GAME (WITH CONVERTOR)

MARIO KART 64  
DOOM 64  
WAYNE GRETSKY  
WAVE RACE 64  
MARIO 64  
J LEAGUE PERFECT STRIKER  
PILOTWINGS 64  
SHADOWS OF THE EMPIRE  
KILLER INSTINCT GOLD

### PAL TV/ N64

HOSTING / SOUND DISTORTION  
BOARDERS / SLOWER  
BOARDERS / GARBLED SPEECH  
DOESN'T WORK!  
BOARDERS / MASSIVE GHOSTING  
FULL SCREEN / DOUBLE IMAGE  
MASSIVE GHOSTING  
HOSTING / FULL SCREEN  
HOSTING / FULL SCREEN

## SEND IN THE CLOWNS

64 MAGAZINE HAS HEARD ON THE GRAPEVINE THAT

*Space Circus* will be the next Ocean N64 game after *Multi Racing Championship*. The game is thought to be an adventure aimed at younger gamers and it will be released near the end of the year.

## N64 GETS CASTLEVANIA

KONAMI'S NEXT BIG N64 GAME (AFTER *INTERNATIONAL Superstar Soccer 64*) is to be *Dracula 3D* (in Europe *Castlevania 64*) - the latest incarnation of the world famous vampire series which began on the NES and Super NES. Whereas the other games were all viewed from the side (even *Castlevania X* on the PlayStation), *Dracula 3D* is a 3-D adventure, but set in the dark confines of Dracula's castle - none of your colourful cartoon graphics here. *Dracula 3D* is scheduled for the end of the year and we'll be keeping a close eye on it, as the Super NES version is still one of our favourite games.



DRACULA 3D IS KONAMI'S MOST FAMOUS CONSOLE SERIES BROUGHT UP-TO-DATE. WE SIMPLY CANNOT WAIT.



This involves wiring in a cart security chip and, so far, works with everything. Unfortunately, neither solution solves the video output problem, and both approaches are vulnerable to Nintendo recoding their security procedures - something which they did quite regularly with the Super NES. For NTSC N64 owners, there doesn't seem to be a problem with the video output from PAL games, but internal/external modifications run the same risk of defeat by new Nintendo security code.

We say: Up-to-the-minute news!

## SAVING GAMES SAFELY

Game Pak Save System: Nintendo refer to cartridges as Game Paks and most of theirs utilise this built-in save system. It basically consists of a small memory chip powered by a watch-type battery that lasts for years and years. The advantages are that it's very quick, safe and easy to use system. The disadvantages are that it's costly for third-party publishers to manufacture and has a relatively small capacity.

### Controller Pak Save

System: Whenever you flip over your N64 Controller, that huge gaping slot is a subtle reminder of the N64's expandability. Leaving aside the vibrating Jolt Pak, the slot is principally for plug-in save memory. Standard Nintendo Controller Paks have a capacity of 256K, organized into 128 'blank pages' of about 2K each. The amount of 'pages' used by a save game will depend on the game, ranging from three pages for Killer Instinct's Tournament records, to 121 for Mario Kart 64's two 'ghost' performance saves. Most games are fairly economical with memory usage and multiple saves from different games can be accommodated on a single Pak. At £15, the official Nintendo Controller Pak is reasonably good value and recommended for technophobes.

Economy-minded gamers, however, will appreciate third-party Controller Paks which cost more, but offer far more memory. Since the N64 Controller only appears to recognise 256K of memory, large capacity Paks split their extra memory into 256K sections which can be switched between using various methods. When you switch between these sections, most Paks recommend you also reset the N64 to avoid confusion. However, with games such as Mario Kart 64 where save/loading is clearly labelled, it is possible to ignore this advice.

All Controller Paks are, however, vulnerable to memory corruption if you remove them, reset the machine or turn the N64 off when a save is in progress. Carefully read game and Controller Pak instructions to avoid this.

If you want to see exactly what you've got saved on a Pak simply hold down Start while turning on a game with a Controller Pak save option. A menu screen will appear listing all the saves, plus the option to delete individual files or exit.



THANKS TO RAY AND THE VIKING AT SKILL ACADEMY (0181 5679174) FOR THEIR TECHNICAL ASSISTANCE IN WRITING THIS FEATURE, WITH ADDITIONAL HELP FROM MARTIN AT THE VIDEO GAME CENTRE (01202 527314) AND COLIN AT MEGAMIX (01732 351220).



## Koopa's Q&A

Ask of the Koopa  
and he will deliver...



SEND ALL QUESTIONS TO KOOPA'S Q&A, 64 MAGAZINE, PARAGON HOUSE, ST PETER'S ROAD, BOURNEMOUTH, DORSET BH1 2JS. HARDWARE, SOFTWARE - HE'LL SORT YOU OUT!

**Q** I have a US Nintendo and I want to play Japanese games, but the carts will not fit because of a guard rail. What can I do?

**D JONES, GWENT**

**A** The simple way to fix this problem is to remove the offending rail by taking the N64 apart and unhooking it. This practice is explained in detail in our hardware section in this issue. Turn to page 9.

**Q** When will *Star Fox 64* be released in the UK? **ALLAN MAYHEW, YORK**

**A** *Star Fox* should be out now in Japan, in America on 30 June and in the UK sometime between July and September.

**Q** Is *Doom 64* worth getting, or should I wait for *Quake* to come out? **J DISCHAMPS, LEICESTER**

**A** *Doom 64* is the best version of the aged PC classic on the consoles so far, but that's not saying much. It does offer a decent challenge, but it is only recommended if you haven't played it before and if you thought *Turok* needed worse graphics. *Quake* is an unknown quantity, but it is significantly newer game.

**Q** Will 64DD games come out on cartridge form simultaneously or will we have to wait? **HENRY DAWSON, BATH**

**A** The whole point of 64DD games coming out on that storage system is that they will offer something which cannot be recreated on a standard cart. The 64DD games will not be coming out on cart and you will need a 64DD add-on to run them. The added bonus is that they will be much bigger and better.



Ask of the Koopa  
and he will deliver...

# When I'm 64



YES IT'S THAT PART OF THE

magazine where you get to air your views on the Nintendo world to an audience of devoted N64 owners. Many of you wrote in concerning our fabulous first issue despite no prompting, but now we want to hear just what you think of 64 MAGAZINE, the Nintendo 64 as a whole, and of course that first crop of games. Are you blown away, or simply blowing chunks? We want to know.

Send your letters to: *When I'm 64*, 64 Magazine, Paragon House, St Peter's Road, Bournemouth, Dorset BH1 2JS. All letters are read and we regret we cannot enter into personal correspondence.

**DEAR 64 MAGAZINE,**  
I have found myself compelled to write a letter to your magazine. I have been a loyal fan of the Nintendo consoles and hand-helds since their release, so I was amazed to find a magazine that finally accommodates the adult reader. After waiting so long for the N64 to arrive on these shores and only having one slightly childish magazine to read (which even after its new look is very disappointing). It was like a breath of fresh air to read your comprehensive guide to the N64.

With such a ground-breaking computer console I believe that gamesplaying is no longer child's play. So I would say that your magazine is an essential accessory for the N64.

**PAUL KNIGHTS, HALTON**

**64** Many thanks, Paul, glad you like the magazine – in fact we are the only Nintendo magazine aimed at the older audience who, let's face it, are the only ones with enough cash to pay £70 for a game on a regular basis. You can bet that 64 MAGAZINE will not get caught up in the childish hype so often associated with Nintendo's mascots like Kirby and Mario. A seriously advanced console demands a seriously advanced magazine.

**DEAR 64 MAGAZINE,**  
Like the first issue guys, but what are you going to put in the next issue?

**DEERE ARGUMEN, HASTINGS**

**64** CALM DOWN, DEREK, ALL THINGS COME TO HE WHO WAITS, AS HANNIBAL LECTOR ONCE MEMORABLY SAID. *WAVE RACEIS OUT NOW, DOOM IS NOT FAR BEHIND, BUT IF YOU GET A UNIVERSAL CONVERTER THEN YOU CAN PLAY ALL THOSE LOVELY IMPORT GAMES NOW.*



**DEAR 64 MAGAZINE,**

I own a UK Nintendo 64 and in a couple of weeks I'm going over to America on holiday. When I'm out there will I be able to buy Nintendo 64 games and play them through my UK machine? Do I need a special adaptor or PAL/NTSC converter? Are the games cheaper out there?

**DAVID WALLER, HESSE**

**64** YES INDEED, DAVID, IN FACT WE HAVE FEATURED THEM IN THIS VERY ISSUE, TOGETHER WILL ALL THE OTHER

**NINTENDO 64 PERIPHERALS. CMT GAMES (0113 230 6305) AND FIRE (01302) 751428 ARE BOTH OFFERING UNIVERSAL ADAPTORS WHICH WORK ON A SIMILAR PRINCIPAL TO THE OLD SUPER NES ONES. YOU PLUG IN THE IMPORT GAME IN ONE SLOT, A PAL GAME IN THE OTHER TO WORK AS A KEY. THESE WORK WITH MOST GAMES AND US RELEASES ARE ON AVERAGE AT LEAST 25% CHEAPER.**

**DEAR 64 MAGAZINE,**  
Thank you! At last a complete magazine dedicated completely to the N64 and it's really not bad either. But just because you're pretty cool it

doesn't mean you can pull the wool over my eyes. 64 Sizzler? Did you really think no ex-readers of the superb Zzap! 64 would buy your magazine? Maybe your art editor's lazy and decided to nick the computer magazine's award, or perhaps it was a clever pun on the fact that the C64 had 64k, while the N64 is 64-bit. I don't know. Oh well, apart from that it's a great magazine!

**WILLIAM BELL, N IRELAND**

**64** ACTUALLY, WILLIAM OUR ART EDITOR IS THE SAME GUY WHO USED TO DESIGN THE ORIGINAL ZZAP! 64 MAGAZINE AND SO HE IS PERFECTLY ENTITLED TO RE-INVENT HIS OWN DESIGNS, ESPECIALLY AS IT IS SIGNIFICANTLY DIFFERENT TO THE ORIGINAL. BOW DOWN NOW MERE MORTAL AND GROVEL. ACTUALLY IT WOULD HAVE BEEN GREAT TO SEE Zzap! 64 RE-EMERGE NOW THAT IT HAS A LIKE-NAMED SYSTEM TO SUPPORT.

# WIN A NINTENDO 64 AND STAR FOX 64!

Be one of the **FIRST** to own Nintendo's stunning new hardware and a copy of the **AMAZING** *Star Fox 64*!

Without doubt the Nintendo 64 is the ultimate games machine. Crammed with the latest technology, the N64 is capable of blistering 3-D graphics, sensational surround sound, and four player simultaneous action without the need for unwieldy add-ons. To top it all, it boasts the biggest and best games of any system. *Star Fox 64* shows off the N64 to its very best with phenomenal 3-D graphics and edge-of-the-seat gameplay to match. Here's your exclusive chance to win a system and software...

Just read the four questions below and dial **(0930) 166566** to leave your answers, name and address. That's all there is to it. The winner will be selected by computer at random from all correct entries received. Closing date for the competition is 20 June 1997. The winner will be informed by June 30. Good luck!



#### QUESTION 1

What are the cool ships called that Fox and his team pilot in *Star Fox 64*?

- A. X-Wings
- B. Now with Wings
- C. Arwings

#### QUESTION 2

What is Fox's surname?

- A. Bandicoot
- B. McCloud
- C. Mulder

#### QUESTION 3

What was the UK version of *Star Fox* called on the Super NES?

- A. Laser Tag
- B. Star Wing
- C. Fox Hunter

#### QUESTION 4

*Star Fox 64* comes with a revolutionary new type of joypad add-on, what is it called?

- A. Jolt Pak
- B. Vibro Pad
- C. Exterminator

## WIN!

One lucky person will win a fabulous Nintendo 64 system plus the ultimate game, *Star Fox 64*. It could be you! Check out the questions below and dial **(0930) 166566** to leave your answers and address – it's that easy!



We say: You should enter now!

# NEW GIZMOS & GADGETS

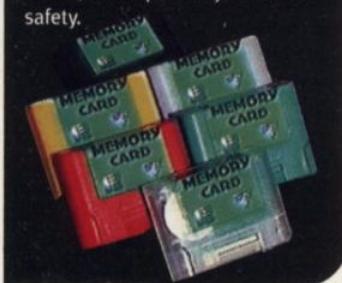
A **BETTER** picture, more **MEMORY** and **UNIVERSAL** software access are promised by a host of **SHINY** new third-party products. Stuart Wynne uncovers the **REALITY** behind the hype.

## ULTRA 64 1MB MEMORY CARD

£19.99 • BLAZE [01302 751428]

The same shape as the standard Nintendo Pak, but with four times as much memory and presented in a variety of colours – a nifty transparent casing plus red, green etc. to match multi-coloured Controllers.

On the back of the controller are two switches and a little diagram showing how to move between the four 256K memory banks. This sounds a little fiddly, but in fact works very well indeed. It was used with *Mario Kart 64*, save/loading ghost performances in different banks without resetting and had no problems. The switches are easy to use and you don't even need the N64 turned on to switch banks, which probably enhances safety.



## N64 CONTROLLER PAD MEMORY CARTRIDGE

£19.99 • SPOOK/JOHN MENZIES [01703 623163]

One of the first third-party Controller Paks and identical to numerous other brands. It looks identical to Nintendo's Pak with similar, stylishly restrained stickers to note down save information. Its 1MB capacity is arranged in four banks, which are switched between using a single small button. There's a well-written instruction sheet, but it's annoying that there's no exterior sign as to which memory bank is active.



## MEGA MEMORY CARTRIDGE

£34.99 • DATEL [01785 810800]

A hefty price tag, but undoubtedly the best value for money with 2.5MB capacity offering 20 times as much storage space as Nintendo's Pak. A single button switches between the 20 memory banks, while a bright red LED on the larger

than normal casing keeps track of which bank's selected. The instructions won't win any 'plain English awards' however, a feature called Factory Format is mentioned in passing but never explained. Thankfully, DateL supplied us with more information: 'Factory format is a facility that enables you to delete all the pages stored on the Mega Memory. Plugging the memory card into the Controller with the button held down, will flash the character F, after the last flash release the button and all data will be erased. Releasing the button before the last flash will abort the operation.'

All in all, an impressive bit of kit but treat it with respect!



## SFX 64 UNIVERSAL ADAPTOR

£14.99 • BLAZE [01302 751428]

The original version was produced prior to the launch of the PAL machine and doesn't, in fact, offer any useful function for the PAL system. Its single cart slot bypasses the internal, physical lock-out for Japanese and US NTSC machine, with which it works fine.

A new version should be out by the time you read this, for the same price, and uses the same approach as the Universal Converter. Expect a full review in our next issue.

## UNIVERSAL CONVERTER

£19.99 • CMT [0113 2306305]

This is the first adaptor to work with all N64s. It uses the same approach as the old Super NES converters: the rear slot takes the country protection code from a host machine cart, the top slot takes the game you want to play. On a PAL machine, this works with every N64 game to date except Wave Race 64 which fails after a few minutes play. Unfortunately, most NTSC games result in a 60Hz output which results in a ghosting or double image effect on many TVs.



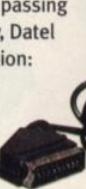
For NTSC owners, PAL games seem to run fine. However, Nintendo plans constant upgrades to their security routines so new games probably won't work on current converters. Unsurprisingly, CMT already have a second generation converter due for imminent release which should cope with NTSC Wave Race.

## PRO SERIES RGB/SCART CONVERTER

£29.99 • BLAZE [01302 751428]

The standard N64 does not output an RGB signal, so if you've got an NTSC

N64 you can only get a colour picture through a true multi-standard TV. Step forward Blaze with this clever bit of wizardry which incorporates a



conversion box within the SCART lead. This will produce a full colour picture on almost any TV with a SCART socket. There's a certain blurriness and pixelation on the picture, but given the N64's output that's to be expected. Having an importer modify your machine internally provides a



## PRO SERIES S-VIDEO CABLE

£9.99 • BLAZE [01302 751428]

Originally created alongside the ill-fated Super VHS format, S-Video connections separate colour (chrominance) and brightness (luminance) for a sharper picture with reduced colour bleed. If your TV has an S-Video input it should give the best display.

Unfortunately, since the N64 doesn't output a pure RGB signal, S-Video might seem of dubious value and on some TVs it can indeed produce a disappointingly washed out image. We tested it with an unmodified NTSC machine and a Sony multi-standard TV, and found it slightly superior to composite connections.





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NIN 645

## Ninformation



Publisher:  
Developer:

Nintendo  
Nintendo

Game Type: Shoot-'em-up  
Version Reviewed: Japanese

Release Date: Out Now (import)  
Price: £89.99

### \$64, 000 Question

- THE MOST EXTRAVAGANT GRAPHICS SHOWCASE YET SEEN ON THE N64, HURLING ABOUT MORE OBJECTS, WITH MORE ELABORATE LIGHTING EFFECTS, THAN ANYTHING YET SEEN.
- THE GAME'S FLUIDITY AND SPEED, EVEN WHEN HANDLING MIND-BOGGLING HUGE BOSS CREATURES, FULLY DEMONSTRATES WHY THIS IS THE ONLY MACHINE FOR 3-D GAMING.

16

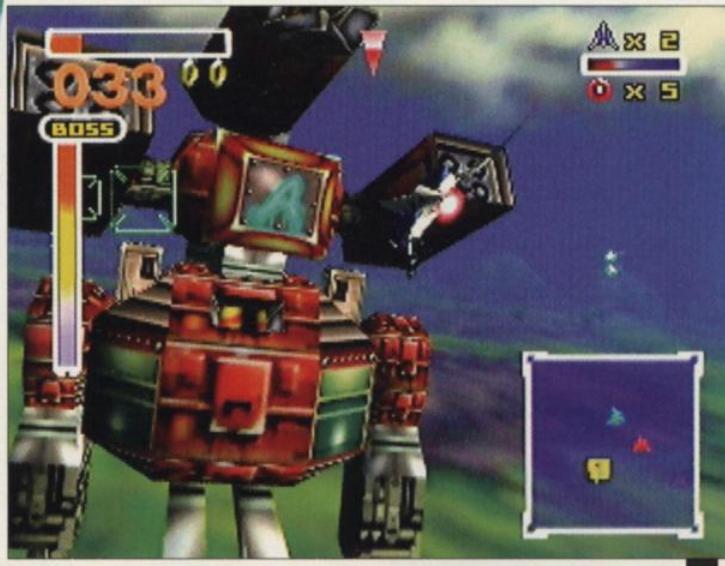
### Memory Options

MEMORY:  
HIGH SCORES  
CONTROLLER PAK:  
N/A



Nintendo's latest **BIG-HITTER** blows the door off videogaming's **FIRST**, great genre...

# STAR



THE FIRST BOSS CONFRONTATION ALLOWS FULL FREEDOM OF MOVEMENT WITHIN A LARGE COMBAT ZONE. NEVERTHELESS, FOX DECIDES TO GET UP CLOSE AND PERSONAL IN THIS RISKY ATTACK PASS.



**WRITING** *Star Fox 64* IS LIKE re-living some blockbusting manga fantasy, a state-of-the-art space opera which makes George Lucas' trilogy seem really very tame indeed. In this fevered dream, a massive monster swims in a sea of lava, its skin boiling with scarlet patterns as it claws for a lone fighter. Earlier on, a huge flying saucer blows apart a city skyscraper, while all around dozens upon dozens of enemy drones mix it up with a squadron of constantly communicating Arwing fighters. In a vast, underground base a giant rock creature sprints through a corridor of saluting statues and moving barriers, debris tumbling in its wake as laserfire blows apart its torso.

Again and again, *Star Fox 64* astonishes. Robot knights are catapulted off a spacecruiser's decks, a train rumbles across the horizon, carriages exploding apart as a pursuing tank jumpjets to elude a huge, swooping kite creature.

At its best, *Star Fox 64* realises the most bizarre imaginings of Japanese and American sci-fi epics in a form

which compares with Hollywood's coolest special FX. Each of the principal 15 levels introduce at least one stunning boss creature: enemies which often morph and mutate at least once or twice before spectacularly expiring.

While 32-bit consoles have seen a drift back to the old 2-D scrolling shoot-'em-ups – both as classic re-issues and newer, often less enjoyable 32-bit versions with the odd 3-D special effect – *Star Fox* updates the format for the 21st century. There's none of the tactical or exploratory elements seen in games like 3DO's *Starfighter*, or even the unreleased *Star Fox 2*, but then again Miyamoto's objective here really is pure arcade action. There's no aspiration to be anything else – except, perhaps, an unbelievably entertaining *Independence Day*-style blockbuster.

## GROUND ZERO

First impressions are not, however, uniformly positive. As with the original, there's a choice of two perspectives – cockpit and chase – and



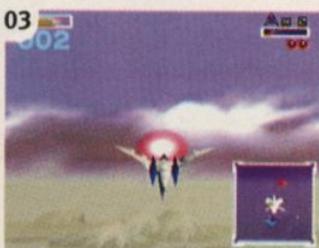
FOX HURTS OVER THE COUNTRYSIDE, POWERED-UP WITH MAXIMUM LASERS AS YOU CAN SEE BY THE WING PODS.



ONE OF FOX'S WINGMEN SWOOPS DOWN AS FOX SWITCHES TO THE LANDMASTER TANK FOR THIS DESERT WORLD.



FLYING THROUGH A SUCCESSION OF CIRCULAR FORMATIONS OFTEN UNCOVERS SECRET BONUS LEVELS.



### Nice Moves

LOOP-THE-LOOP MANOEUVRES NOT ONLY LOOK COOL, BUT ARE SUPERB FOR TURNING THE TABLES DURING CLOSE QUARTERS DOG-FIGHTING.

the former isn't without quirks. Transparent white bands simulate joins in the canopy, a pretty but rather distracting effect. There's certainly a greater sense of speed, but it feels cramped and in any case the game automatically jumps to chase perspective for boss confrontations.

Initially, the chase perspective



THE STAR MAP LOOKS MUCH LIKE THE ORIGINAL, BUT THERE ARE NO PRESET ROUTES FOR VARYING DIFFICULTY LEVELS.



ANDROSS'S HOME WORLD, VENOM, IS A VAST MACHINE WORLD WHICH ALLOWS FOR AN EPIC RERUN OF STAR WARS'S FAMOUS DEATH STAR BATTLE. BLAST THE TOWERS TO TAKE DOWN THE ENERGY FIELD.



THE JUNKYARD THROWS ABOUT ALL MANNER OF HUGE OBSTACLES WITHOUT A HINT OF SLOWDOWN.



THE YELLOW DRONES LOOK DUMB, BUT THEY PACK AN EXCEPTIONALLY POWERFUL PUNCH. BLAST THEM ASAP!

doesn't seem much better. The glare of the engines and the size of ship seems irksome, particularly when it obscures what you're shooting at, but you soon get the hang of it. Just like the original, a lot of the game involves manoeuvring between very narrow spaces, darting between opening/closing doors, and seeing your craft is vital. Moreover, you soon realise the targeting cursor provides a better gunsight than trying to stare through the Arwing!

Nevertheless, the Arwing certainly deserves plenty of attention: it's an astonishing piece of graphic art.



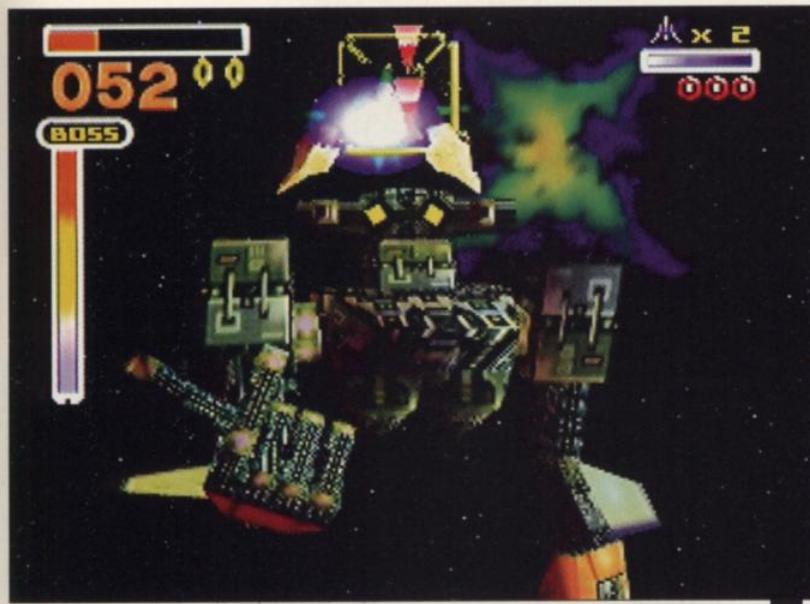
During inter-level scenes, the camera zooms up to the cockpit and you can see Fox nattering. The Arwing's aggressive, dagger-like contours, subtle shading and texture-mapped logos all make for some very attractive hardware. It's great watching the wings swing forward for low-speed boss confrontations, then sweep backwards when the Arwings blast off to the next level.

## Star Fox updates the shoot

You don't need an instrument panel to know exactly what's happening. Jabbing 'accelerate' lights up the engines, while deceleration opens up huge airbrakes. Take too much damage, collide with a building, and an entire wing can get ripped off – severely unbalancing the Arwing's handling! Alternatively, if you power-up the lasers lethal-looking pods appear under the wings.



ONCE THE ENERGY FIELD GOES DOWN, ANDROSS SENDS OUT A SWARM OF DRONES TO TAKE OUT TEAM STARFOX.



IF IT'S NOT ENOUGH THAT THE BOSS CREATURES TALK TO YOU, THIS ONE ALSO MAKES HAND GESTURES, BECKONING YOU ON FOR THE FIGHT, THEN WAGGING ITS FINGER REPROVING, LIKE TERMINATOR 2'S T1000, IF YOU FAIL.



FOX BRAVELY NIPS IN BETWEEN THE ROBOT'S ARMS, BUT SHOOTING HERE IS USELESS – GO FOR THE EYES, FOX!



THE ROBOT HAS QUITE A REACH, THROWING ITS PUNCHES WITH ROCKET ASSISTED SPEED!



[01]

but like all the best Nintendo baddies he was destined to return.

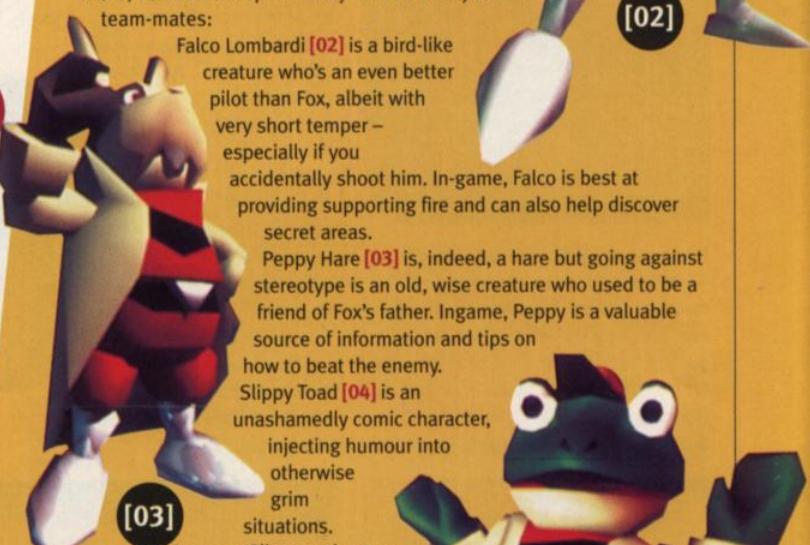
The new game boasts a considerably more elaborate plot, with a huge amount of storytelling in the game itself. Both friendly and hostile characters constantly communicate using both text and speech, some of them even re-appear later on in the game to help out or oppose Fox.

The player naturally takes the role of Fox McCloud [01] himself, a somewhat dubious character who the original game claimed could turn out to be either a peoples' champion or a scoundrel—suggesting the Star Fox group are possibly mercenaries. Aside from defeating Andross once more, Fox bears responsibility for the safety of his team-mates:

Falco Lombardi [02] is a bird-like creature who's an even better pilot than Fox, albeit with very short temper – especially if you accidentally shoot him. In-game, Falco is best at providing supporting fire and can also help discover secret areas.

Peppy Hare [03] is, indeed, a hare but going against stereotype is an old, wise creature who used to be a friend of Fox's father. In-game, Peppy is a valuable source of information and tips on how to beat the enemy.

Slippy Toad [04] is an unashamedly comic character, injecting humour into otherwise grim situations.



[03]

In-game, Slippy estimates

boss creature strength with an on-screen energy bar. If any of these wingmen take too much damage, they'll miss out on the next level for repairs. Occasionally, you might need to rescue one. The overall story varies according to in-game action, although victory always brings up a spectacular, *Star Wars*-style victory celebration.

[04]

## Fox In Space!

AS IN THE ORIGINAL GAME, THE RAISON D'ÊTRE for all this interstellar excitement is the severely anti-social Evil Emperor Andross. This monkeyish fiend used to be a respected scientist, until banned from the planet Corneria due to highly dangerous experiments in the capital.

Andross promptly took refuge on the planet Venom, where his work on a hyperspatial engine helped create a massive invasion fleet.

General Pepper, the commanding officer of Corneria's defence fleet, soon realised his only effective defence was a handful of prototype Arwing fighters. There was no time train pilots, however, so Pepper turned to the Star Fox adventurers, led by Fox McCloud. They defeated Andross,

but like all the best Nintendo baddies he was destined to return.

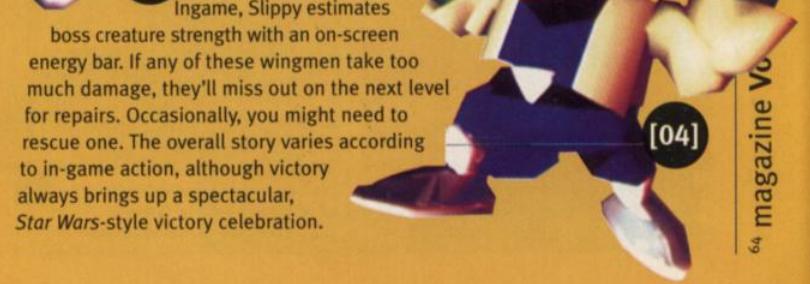
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Slippy Toad [04] is an unashamedly comic character, injecting humour into otherwise grim situations.



## 'em-up for the 21st century

### TOTAL CONTROL

The Arwing's supercool look is, however, of secondary importance when compared to a superb control system. The basic layout has directional control on the Controller Stick, A fires lasers and B fires Nova Bombs. Parallel to A & B, two of the yellow buttons provide either a brief burst of speed or sudden braking,



THIS SUPERB SHOT SHOWS THE ARWING INVERTED AS IT COMES OUT OF A ROLL, TWO FIGHTERS TIGHT ON ITS TAIL.

while the Z-button and R-Shift tilt the Arwing on its side – double-tap and the Arwing spins with a shield briefly rotating around it.

Unlike the original, holding down A charges up the laser and, at full strength, the second targeting cursor turns red and will lock onto a nearby object. Double-tap fire and you unleash a formidable globe of homing laserfire. You can even use the B



PEPPY PROVIDES TIPS ON HOW TO HANDLE ENEMIES – HERE ID4-TYPE DRONES ATTACK IN GALAGA-STYLE SWARMS.



THE ARWING BANKS AROUND IN CLOSE COMBAT WITH SOME VERY SMART ENEMY FIGHTERS.



THE ARWING'S FINE DETAIL IS QUITE ASTONISHING, FROM FOX'S OWN FINE FEATURES TO TEAM LOGOS.

cuts to show these ominous villains diving out of the sun, you know you're in for a battle. These guys aren't simplistic automatons, they quickly split up and set about

## Practice Mode

Just as with the original game, there's a practice option to ease novices players into the game. Here a series of rings provide a *Pilot Wings*-style introduction, with a few weak enemy gun installations and aircraft providing limited combat experience. A cartoon advises on how to use the Arwing's various capabilities, but it has to be said it's all rather dull. The main interest is probably finding out how the various power-up icons affect the Arwing without the distraction of serious enemy opposition.

button to detonate the Nova Bomb in flight – useful when aiming at fast-moving targets. If the enemy returns fire, pressing speed burst while pulling back on the Control Stick pulls off a loop-the-loop, while braking has the ship soar upwards, then dramatically turn backwards.

## Again and again, *Star Fox 64* astonishes

The new controls are needed because of the advanced 3-D environments. The majority of levels still confine the player within broad corridors, restricting freedom so as to create a more dramatic, arcade-style experience. Nevertheless, even on these levels, the 3-D is more dynamic and open than before, frequently offering a choice of routes, with enemy drones capable of attacking from behind as well as the front.



There's also a few levels which offer complete freedom of movement within large-ish combat zones.

Occasionally, this happens at the end of the level when a boss confrontation opens up into full 3-D combat. Other levels are entirely like this, shifting the emphasis to free-flowing dog-fighting.

One of the most dreaded enemies is a squadron of alien fighters. When game action briefly

individually hunting down McCloud and his buddies with impressive AI. Their principal tactic is to rapidly manoeuvre onto an Arwing's tail, then stick there while hammering down laserfire until it explodes!

Taking out these fighters demands serious concentration. They're just as manoeuvrable, if not more so than the Arwing, and out-braking to get a kill-shot is far from easy.

### TANKING IT

The Arwing isn't the only weapon in Corneria's arsenal, however. On several levels, Fox uses a Landmaster Tank while his buddies provide covering fire from the Arwings. Compared to the Arwing, travelling by



THE LAVA PLANET IS AN ENVIRONMENT OF TOTAL HOSTILITY, STREAMS OF FIRE CONSTANTLY SHOOTING THROUGH THE SKY.



THE LAVA MONSTER SWINGS A HUGE CLAW AT THE ARWING FIGHTER. SLIPPY'S PROBABLY SAYING: 'SHOOT THE ARMS!'



THE LANDMASTER TANK SKIDS SIDEWAYS IN A DESPERATE BID TO AVOID THE BOSS CREATURE'S DEATH RAY.



THIS BIZARRE CREATURE BEGINS THE BATTLE BY GRABBING ONE OF YOUR WINGMEN. 'DON'T SHOOT ME, FOX!'



FOX BANKS AROUND IN A TIGHT TURN, AN ENEMY FIGHTER JUST VISIBLE OVER HIS WINGTIP. A LASERBOLT POWERS UP ON THE ARWING'S NOSE READY TO SHOOT OFF WHEN FOX GETS A LOCK-ON.



KA-BOOM! THE NOVA BOMB SCORES A SPECTACULAR HIT ON THE BOSS. BUT AS PEPPY SAYS, THE BEST TACTIC IS BRAKE HARD, CIRCLE IN ON THE ENEMY'S BACK AND USE LASERS ON ITS WEAK SPOT.

tank sounds dull and boring – but nothing could be further from the truth. This is an extremely nippy piece of military hardware. The basic controls are much the same, only Z and Right Shift now send the tank

rolling left/right in an undignified, but effective evasive manoeuvre. Press both buttons together and the tank can briefly jumpjet over various obstacles, or collect floating power-ups.



FOX'S HUGE MOTHERSHIP SLOWLY FLIES OVERHEAD, HAVING JUST DROPPED OFF THE LANDMASTER TANK.



FOX ACTIVATES THE JUMPJETS TO BRIEFLY GET THE TANK AIRBORNE, SKILLFULLY AVOIDING THIS HUGE LOBSTER CREATURE.



## Multi-player Mode

UNDoubtedly one of *Star Fox 64*'s most anticipated features is its multi-player mode. This pits up to four players against each other in frantic dog-fighting action. There are two basic modes, either you play until someone achieves a set number of kills or the preset time limit runs out. Cleverly, no-one ever dies, infinite lives keep everyone playing right to the end. A third option introduces up to four, constantly renewing enemy drones with the objective being to rack up the highest number of kills (naturally, human competitors provide points just as well as drones!). Regardless of the number of players, the screen is always divided into four – probably because of the way the graphics have been optimised.

There are two environments to choose from: either open countryside with a few hills and buildings, or a space junkyard with plenty of floating debris. The dimensions are reasonable, allowing plenty of scope for players to manoeuvre although a wraparound system – fly off the map on the right, you reappear on the left – can make things confusing. Spotting which way you're facing on the radar isn't easy either, a surprising oversight when the various fighters, their lasers and even lock-on icons are all subtlety colour-coded so you should know exactly who's making your life a living hell!

As described in the main review, the Arwing fighters offer a surprisingly sophisticated array of controls which are all duplicated here. Barrel-rolls, loop-the-loops and so on are all good combat manoeuvres, complete with a great contrail effect off the wings.

The vertical altitude isn't that great, however, so matches do tend to collapse into circling battles to get on each other's tail. Having four players involved helps break this up though, as does randomly appearing power-ups, and it's certainly a great achievement for the system to juggle four-way combat so smoothly. Small viewscreens, confusing radar, no tournament score keeping and the odd lack of a reset option limit lastability a little.

Nevertheless, it's an absolutely excellent party game offering some amazing fun.

AND THEY'RE OFF!  
COLOUR-CODED  
LASERS, LOCK-ONS  
AND EVEN SMART  
BOMBS REALLY HELP  
PERSONALISE COMBAT  
– YOU'RE CONSTANTLY  
TRADING INSULTS AS  
THE LASERBOLTS FLY!



## Rumble Pak

Force feedback devices have long been a feature of the arcades, extending the immersive experience with vibrating steering wheels and shuddering machine guns. Now Nintendo has brought the fun home with the N64 Rumble Pak. This oddly shaped gizmo slots into the N64 Controller – so no Controller Pak saves – and runs off two AAA batteries. Despite the Pak's compact dimensions, in operation it's surprisingly effective and certainly lives up to its name.

*Star Fox* is an ideal game for the Pak, all too often enemy fire is tossing your Arwing fighter about the screen and the juddering Controller really does help extend the illusion. An abrupt jolt signals far more effectively than any noise the literal impact of an exploding enemy missile. More than this, the Rumble Pak also provides more subtle accompaniment to sudden breaking, a turboboost or simply loosing off a missile.

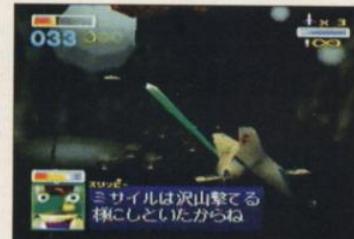
After a long day hacking through the levels, there was admittedly a guilty pleasure in unplugging the Pak and suffering just a little less for my entertainment, but there's no

doubting the Rumble Pak works very. In Japan and America, the Pak is included as a freebie in a special *Star Fox* box, however THE has yet to confirm this generosity will extend to Europe.

Nevertheless, third-party developers seem no less impressed with plenty of support promised by various companies (see N64 Showcase). It is, however, a drawback that the Rumble Pak rules out Controller Pak saves and while coding for the device is apparently very simple, ultimately some games might not suit it. *Blast Corps'* promised Rumble Pak support was axed at the last moment and other games might similarly drop out. For the moment, what's beyond doubt is that if you've got *Star Fox* you'll need a Rumble Pak for the total experience!



OUCH! FOX'S ARWING TAKES A DIRECT HIT, FIRE PAINTING THE SHIP RED WHILE ELECTRICITY SPARKS AND FLICKERS. ONE MORE HIT AND IT'S ALL OVER.



FOX TAKES THE CONTROLS OF THIS BRILLIANTLY DETAILED SUBMARINE ON ONE OF THE GAME'S SECRET LEVELS.



THIS UNDERSEA WORLD PROVIDES FEW EASY LOCK-ON OPPORTUNITIES. FORTUNATELY, TORPEDOES ARE UNLIMITED.



THE GUY IN THE RAY BANS TURNS OUT TO BE A FRIEND OF FOX'S, ARRIVING IN THIS COOL GREEN FIGHTER TO HELP OUT.



FOX NEEDS ALL THE HELP HE CAN GET IN AN AWESOME, INDEPENDENCE DAY-INSPIRED LEVEL. LOOK AT ALL THOSE ENEMIES!

## Cool view

While chase view (01) takes a little getting used to, it soon becomes second-nature and is a lot better than the claustrophobic cockpit (02) view which also suffers with annoying white lines to represent joins in the canopy.

## TO DIE FOR

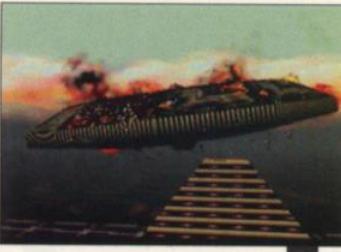
*Star Fox 64*'s presentation features undoubtedly the N64's most ambitious graphics yet. Rather than a single, wonderful effect such as *Wave Race*'s cool water, *Star Fox* offers dozens of dramatically different environments. Space junkyards, erupting fire planets, ocean worlds – the variety is astonishing. Some of the effects, even minor ones like water splashes due to laserfire, are really stunning. Enemies blow apart in boiling explosions, vanish into streaming light, crumble to dust – it's a real showcase of the N64's power.

The lobster creatures which menace the tank are genuinely stunning, a single creature would be impressive enough, but for two of them to lumber about with barely a trace of slowdown is jaw-dropping. The game is always throwing glitzy little effects around, huge formations

## Miyamoto's n

of craft dart hither and thither, flaming phoenix flutter above lava, fine white contrails stream off the Arwing's wingtips under acceleration – it's stunning.

In many ways, the game takes the original's ambition and finally does it justice. Forests of concrete pillars spin through space, huge asteroids, giant battlecruisers and planetoid-size junk whirl around without pause. Occasionally, a texture map might seem a little coarse, a barrier beam a little plain, simply because the principal objective really is gameplay.



FOX FINDS THE ENEMY MOTHERSHIP'S WEAK SPOT, JUST MOMENTS BEFORE THE SKYSCRAPER WAS ABOUT TO BE BLASTED.



In particular, some of the huge battlecruisers can seem a little cross-hatched at a distance – particularly using a composite output. But the overall effect is the most spectacular gaming experience yet seen.

On the audio front, the most immediately impressive feature is the sheer quantity of speech. Apparently 4MB of the game's 12MB total is used for speech and it tells – there's always a wingman or boss creature nattering on about something or other. It provides a new dimension to the game, and cart technology allows sampled speech to instantly comment on game events, without CD accessing delays. On the downside, the music does suffer by comparison with the orchestral scores which the *Wing Commander* series popularised. *Star Fox*'s music is impressively varied and changes according to the action, but it's a bit thin even when compared say to *Mario Kart 64*.

Fortunately, the sound FX are absolutely excellent, providing an extremely satisfying audio environment even if both music and speech are mixed down to zero. The subtle whine of the jet engines, the whistle of the Landmaster tank tracks, the cacophony of weapons

## most exciting N64 title since Mario 64

fire, the ominous drone of enemy fighters: it's a superb achievement – although it's a bit mean that if music is turned off it won't come back for the end sequence!

### R-TYPE OF GAME

*Star Fox*'s gameplay is ultimately an inspired mix of old and new elements. Despite the radical 3-D graphics, its basic structure is very close to the original's classic coin-op inspiration. Just as in *R-Type*, it's not enough simply to complete a level – to win you must constantly chase power-ups for more powerful lasers, a bigger energy metre, extra lives and, of course, the spectacular Nova Bombs. Just like *R-Type*, losing a life strips your ship right back to the basics, enemies which once vaporised under a single powered-up laser-blast suddenly become a lot tougher. Fighting through to the next restart checkpoint is always a nightmare until those beloved superlasers have been restored!

As with the original *Star Fox*, not to

### TIPS

- 1 On the first level, watch out for a series of stone arches in a waterfall section. Fly through them all and Falco will automatically lead McCloud through a secret section. However, for this to happen you must first rescue Falco when he's being chased by some enemies near the start. Using the homing laserbolt to take out all the enemies in one go without endangering Falco.
- 2 On the Independence Day level attack the spike which appears at the base of the Flying. A few Nova Bombs should help bring the Saucer down.
- 3 On the train level, shoot signposts labelled 1-8 which run alongside the track. When shot, the signs swing around. Get them all, then blast open a large box with eight lights which appears later on. Shoot the lever inside and a bonus level appears.
- 4 On the asteroid level, fly through all the blue circles to activate a bonus level.
- 5 When fighting the lava monster, destroy its arms before attacking the head. Shoot the lava rocks it throws for extra energy.
- 6 The homing laserbolt is extremely effective, both when taking out airborne enemies chasing your wingman and shooting down your friends in multi-player mode!

mention those classic coin-op blasters, there's no save game – merely a high score table. More surprisingly, Nintendo has jettisoned the option of selecting easy, medium and hard routes from the menu screen. In *Star Fox 64*, every game begins identically, on Corneria, but if you find the secret, alternative route there's a new boss and then a choice of which planet to go to next. Each planet seems to offer

profusion of bonus levels and varying end sequences, there's a huge incentive to constant replay the game aside from the usual high scores reward.

Overall, it's undoubtedly Miyamoto's most exciting N64 title since *Mario 64*. Its variety, intense arcade gameplay and superb structure make for great fun. For too long, beat-'em-ups and racers have dominated gaming, hopefully *Star Fox* will lead the way for first great coin-op genre to again rule the roost!

If you'd like to order Japanese, US (June 23rd) or UK (August) versions,



contact TORC Software (0181 893 2100) or Wild Imports (01908 640040).



FOX SPINS TO AVOID A LAVA ATTACK. THE LAVA MONSTER IS A STUNNING DEMONSTRATION OF THE N64'S POLYGON-SHIFTING, BUT THE MOST FUN LEVELS ALLOW FOR TRUE 3-D MANOEUVRING.



THE BOTTOM LINE

### Keys



Yellow Up: Change perspective • Yellow Right: Summon power-up (when button flashes on screen). • Yellow Left: Speed Boost • Yellow Down: Brake

D-Pad: Not used • Z: Bank/Roll

### Combos

Arwing: Yellow Left/Backward Control Stick: loop-the-loop. Yellow Down/ Backward Control Stick: Tank. Tank: Z & R Shift: Jumpjet.

### Rating

### Graphics



### Audio



### Gameplay



### Lasting Challenge



### Overall



95

### Summing up:

THE BEST SHOOT-'EM-UP SINCE SPACE INVADERS!

NinFormation

Publisher:  
Developer:Nintendo  
RareGame Type: Arcade shoot-'em-up  
Version Reviewed: USRelease Date: Out Now (import)  
Price: £69.99

Written by Stuart Wyndie

## \$64,000 Question

- ⊕ BEAUTIFULLY DETAILED POLYGON LANDSCAPES OF UNRIVALLED DETAIL – ALL RUNNING AT A SILKY SMOOTH FRAME RATE DUE TO RAW 64-BIT POWER.
- ⊕ SGI GRAPHICAL TRICKERY, SUCH AS SPEED BLURS, RIPPLING WATER AND MIRROR SURFACES CLEVERLY EXPLOIT THE N64'S COLOUR PALETTE AND TRANSPARENCY EFFECTS.
- ⊕ CARTRIDGE FORMAT ALLOWS FOR INSTANT LEVEL RESTARTS WHICH IS MUCH APPRECIATED ON TRICKIER LEVELS – CD-ROM ACCESS PAUSES DON'T BEAR THINKING ABOUT ON THE DIAMOND SANDS LEVEL!



# BLA

"You have one minute

24



# BLAST CORPS

cause \$1,000,000 worth of damage."

What more do you **NEED** to know?!

Think of it this way. It's 2:05 am and you're eyeball-to-headlight with a two ton bulldozer. Its mirror-finish blade is directly overhead and falling fast. You could step away.

But you don't.

You think this time – this time! – you won't end up as fresh salami. You think you can win in hand-to-hand combat with what the Japanese call Killdozer. You're right. But not this

The status screen consists of a globe spinning in space. As the hours pass, the globe becomes criss-crossed with paths to new levels and bonus games. Almost everything you try can be completed on the first or second go.

Each success opens up another level, a new vehicle, a new game-style. Charging bulldozers, tumbling robots, stomping rocketmen



J-BOMB DROPS INTO THE INFERNO FOR A HELLACIOUS BONUS GAME. EVERYTHING BUT THE BONUS SPHERES IS INSTANTLY LETHAL. STILL THINK YOU'VE GOT WHAT IT TAKES TO BE IN THE BLAST CORPS?

time. So you start again. And again. And again.

It's a little unfair to start by describing *Blast Corps* as a tough game. Within a weekend most people will race through easy and medium levels in a rolling cascade of digital fireworks. Early levels are almost too easy, and jaded players may feel the game's nothing more than simplistic blast-'em-up with some quirky controlled vehicles. Persist and the game unfolds with the silky precision of a Venus Flytrap.

## Ram Dozer

DESTRUCTIVENESS: 4

SPEED: 4

HANDLING: 5

This is the one you start off with. Great big shiny blade on the front, Ferrari-like acceleration and whizzy powerslides. Initially, it cuts through just about everything like a knife through the proverbial butter. Later on, Ram Dozer is put to more prosaic work – shifting around boxes of TNT and various obstacles, almost like a real bulldozer!

**ACTION BUTTON:** Sounds a realistic klaxon.



## Memory Options



### MEMORY:

ONE LIMITED SAVE SLOT.

### CONTROLLER PAK:

FOUR COMPREHENSIVE  
SAVE SLOTS (SEE SAVE  
ME!)



SHINY MEDALS ENCOURAGE YOU TO PLAY ON, EVEN WHEN YOU'VE SEEN EVERYTHING.



RAM DOZER EFFORTLESSLY DEMOLISHES MOST OBSTACLES.

## ULTIMATE PLAY THE GAME

one of the Spectrum's best-selling games ever. And they followed that up with a revolutionary new game – the first isometric 3-D platformer – which they'd finished a year before, but held back because 'the market wasn't ready.'



The company was Ultimate: Play The Game. Its founders were Chris and Tim Stamper. They never gave interviews. Never offered magazine exclusives or even pre-release review copies. They owned the 8-bit market. In 1986, the game quality started to dip. US Gold released Greatest Hits

compilations. And that was it. Ultimate vanished into history... About the same time, a new developer entered the Japanese market with unusual self-confidence. The name was Rare, but the people were Ultimate's. Although Nintendo didn't arrive in the UK market until 1987, Ultimate acquired a NES barely a year after its 1983 Japanese launch. While Ultimate's

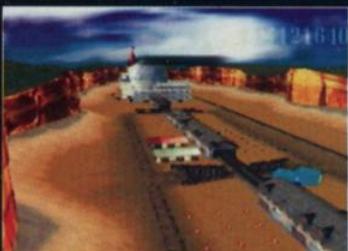


## Backlash

**DESTRUCTIVENESS: 5****SPEED: 3****HANDLING: 2**

It has no missiles or shiny blades or anything except its weight. If you want to take out a whole line of buildings in just one wash of flame and smoke, you need to get Backlash powersliding: either by a sharp turn or using the action button. It's not difficult to begin a powerslide, the trick is controlling it, sliding it so those buildings get hit at just the right angle, moving along a whole line in graceful figures of eight.

**ACTION BUTTON:** Powerslide!



THE INFAMOUS DIAMOND SANDS. THOSE BLUE OIL DRUMS CAN BE A BIG HELP.



ANY VEHICLE BECOMES A LOT MORE LETHAL WHEN AIRBORNE, ESPECIALLY BACKLASH.



THE WORLD SOON BECOMES CRISS-CROSSED WITH BLAST CORP SUCCESSES!



YIKES! SKYFALL LEAPS OVER THE MISSILE CARRIER.

## Skyfall

**DESTRUCTIVENESS: 4****SPEED: 5****HANDLING: 4**

A neat little all-terrain racer with an impressive turn of speed. A lack of weight means simple head-on assaults do little damage. The trick is in the name. Race up a hill, turn around and race downwards relying on its armoured underbelly to wipe out a building in one go. Great fun, albeit not that significant a player. Turbo Boost provides rocket acceleration, with a huge plume of flame shooting out the back, but requires careful timing to avoid a puttering Model T look!

**ACTION BUTTON:** Turbo Boost.



## Four Wheel Fun

• ALL THESE VEHICLES HAVE BARELY ANY DESTRUCTIVE CAPACITY AT ALL. INSTEAD, THEY APPEAR ON THE MAIN LEVELS EITHER FOR EXPLORATION OR RAPID TRANSPORT BETWEEN MORE DESTRUCTIVE MACHINES. THEIR STARRING ROLE IS IN THE *MICRO MACHINE*-STYLE BONUS GAMES. A KEY INCENTIVE FOR EXPLORING IS UNCOVERING MORE OF THESE: REVISITING OLD BONUS GAMES WITH NEW VEHICLES IS A SURE WAY TO IMPROVING TIMES AND EARNING GOLD MEDALS.

**TIP:** PRESS ACCELERATE ON THE LAST BEEP OF THE RACE START FOR A TURBO-BOOST!



THE GAME'S STAR DEMONSTRATES ITS TRICKY POWER-SLIDE ATTACK ON DIAMOND SANDS. WITH PRACTICE IT WILL BECOME SECOND-NATURE... WELL, ALMOST.

and spinning trucks level cities by the dozen. Soaring skyscrapers crumble into flames and billowing smoke, tickertape debris fluttering on the blastwave.

If a level briefly seems too difficult, there's always another to try. Or maybe you backtrack to an already complete level and explore for bonus treats. It's all great fun, only maybe a bit too easy...

And so you end up on Diamond Sands, trying to make a dumpster truck pirouette through shacks, houses and, finally, a ten-storey nuclear powerplant. You believe you can do this: finesse that powerslide to crash through an entire line of buildings. The dumpster spins out. Skidmarks scar the concrete with smoke-wreathed figures of eight.

The Missile Carrier comes on without a moment's concern for your pain. The N64 controller is coated in sweat.

The worst thing. The absolute worse thing is that, of course, with practice you can

do it. The dumpster will slide into that line. You will get to the plant in time. Deftly push around the TNT to collapse that vast power plant. The Missile Carrier will get through. It is possible. You can do it. Next time you will do it.

## A riotous

### DOWNTOWN DETONATION

*Blast Corps* has a perfect videogame



### A-TEAM VAN

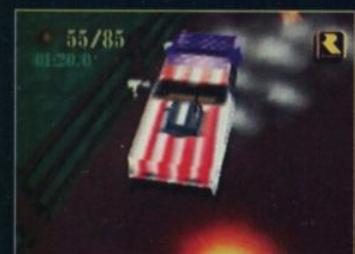
B.A. Baracus's mean machine is arguably the finest in this category. Its weight means it's very difficult to spin out in, while still producing a very decent top speed. It can also barrel over rough terrain and through minor obstacles, such as wooden fences, which a car would find very difficult.



### AMERICAN DREAM

Inspired by the *Dukes of Hazzard*, this has lived up to the stereotype of extremely powerful American cars which handle like hell. Spins out on the gentlest corners, demanding skilful power-sliding to get anything close to decent lap times.

# BLAST CORPS



THE GENERAL LEE SPINS OUT IN A CLOSE-UP REPLAY SHOT.



THE A-TEAM VAN CHASES AFTER THE GHOST FROM YOUR LAST RACE.



THE CRANE IS VITAL ON SEVERAL OF THE GAME'S MOST PUZZLING LEVELS.

'high concept' – a nuclear missile carrier is out of control. It can't be stopped. Everything has to be cleared from its path or half the world is blown away. Call in the Blast Corps, a politically correct, multi-racial ex-military group dedicated to 'urban renewal.' Hmm.

There are 20+ proper levels where this race against oblivion is played out. The missile carrier is a quite brilliant



## Cyclone Suit

DESTRUCTIVENESS: 4

SPEED: 4

HANDLING: 3

A smaller, more functional-looking variant of Thunderfist.

**ACTION BUTTON:** Tumble (when running)

**more** programmers performed miracles with an 8-bit computer its egghead inventor thought beyond 'mere games', the Stamper brothers pursued a Nintendo. When they succeeded, the company's interest in the parochial UK market ceased.

We say: Fred Dibnah's

# RARE

DESIGNS ON THE FUTURE

From the start, Rare's relationship with Nintendo was unusually close, but in 1993 it got closer. At the time, Nintendo was reeling from the *Sonic Spin Attack*: Sega's emphasis on 16-bit graphics, hedgehogs with 'attitude' and an open embrace for ultra-violent games won it unrivalled 'teen appeal.' Mario looked out of date and, with 32-bit machines on the horizon, Nintendo seemed headed for obsolescence. It needed help and, for

## arcade experience structured to provide total addiction...

timing mechanism: not only are you fighting the clock, but a careless jetbike missile, an out-of-control powerslide and... BOOM!

Initially, the emphasis is on mastering the *Blast Corps* vehicles which all have their own quirks (see box-outs). As the game progresses, the environments become tougher, tightening the angles of attack. Fences and low walls are irritants, quickly destroyed to give space for building

up demolition speeds. Speed-sucking grass must be worked around, as must trees, which are indestructible.

Later on, puzzles sprawl over entire levels, demanding players switch between vehicles, push objects around, search out hidden passages and so on. It gets tough, but by now you're hooked. The vehicles are still quirky, but it's getting so even the dumpster feels right. Then there's the

secondary objectives and sub-games.

Besides clearing a path for the Missile Carrier, each level has three sub-missions: liberate survivors (by demolishing their buildings!), destroy all property (yes!), and switch on Radiation Dispersal Units. The latter are basically little lights, M&M trails which encourage players

next generation hardware, found it at Silicon Graphics. For software, it visited Ashby-de-la-Zouch in England.

Rare responded by engineering two of videogaming's most famous coup de theatre at the 1994 CES. Firstly, they provided a stunning videogame backdrop for Howard Lincoln's lecture on why gamers should wait for 64-bit which was, of course, then revealed to be Rare's Super NES *Donkey Kong Country*.

### STARSKY'S CAR

The famous red-and-white Torino from *Starsky & Hutch* is revived as a pretty mean racer. It's fast and performs well on off-road terrain. Great horn sound effect as well!



### POLICE CAR

A tribute to *TJ Hooker* perhaps? Aside from a neat siren and brilliant flashing lights, it's worth using due to a tight turning circle which makes it a star on twisting urban courses.



SKYFALL TURBO-BOOSTS PAST A FREIGHTER – YES, EVEN THESE ARE VULNERABLE TO THE APPROPRIATE (2-WHEELED) ATTACK!

## J-Bomb

DESTRUCTIVENESS: 5

SPEED: 4

HANDLING: 4

One of the game's most enjoyable moments is shooting up above a huge skyscraper, placing your shadow over its centre and then stomping through ten storeys of concrete, steel and glass. Hit the right spot and an entire building will crumble around you in a cloud of dust and fluttering debris. Awesome! The J-Bomb's devastating attack mean it's rarely the main vehicle for a missile carrier level, although it may be hidden somewhere to use later for exploration.

**ACTION BUTTON 1:**

Activate Jets.

**ACTION**

**BUTTON 2:**

Stomp.



## Top Tips

### SCIENTISTS

**ARGENT TOWERS:** Flashing Light is a marker for hidden tunnel.

**IRONSTONE MINE:** Reverse train to end of track, cross pedestrian bridge, find Ram Dozer, cross track with Crane, push TNT to destroy large building.

**EBONY COAST:** Use TNT at start to blast rear barrier, use train to transport railroad station TNT to blast open statue. Use J-Bomb to find Scientist right of Missile Carrier tunnel.

**GLORY CROSSING:** The end-level semi points toward a tunnel entrance.

**OYSTER HARBOUR:** Use TNT on crystal barrier to unblock passage for third barge.

**TEMPEST CITY:** At the top of the level there's a tall, pale brown wall. Use Ballista's missile to blast open the middle section.

to explore, uncovering new vehicles and Communications Units. The hiding places are well thought out and demand a keen

eye – did that stray missile destroy a light? Is that special wall vulnerable to a missile barrage? The

### Communication

Points are little radar-units which emit big blue circles when you get close enough. Once triggered, a bonus

level will appear as soon

as you exit the main level. Bonus games are usually either a timed destruction-fest (cause a million dollars' worth of damage in a minute's time) or a *Micro Machines*-type race – quite often they're both, with the best lap times resulting from some skilful demolition work.

Initially, the bonus games appear to be just that, another fun reward in a game with demolition dollar scores of a size not seen since *Space Invaders*.

However, as you progress ultimately everything becomes important.

If you complete a level with the Missile Carrier, you get one gold medal. Accomplish all the submissions and you get another. Similarly, your bonus game scores offer bronze, silver and gold medals. To uncover all the game's secrets, you need to find all the bonus games and earn gold on absolutely everything. There's also six scientist to uncover if

J-BOMB JETS AWAY FROM A BRIDGE IN SEARCH OF ISLAND COMMUNICATION POSTS AND NUCLEAR SCIENTISTS.



## Save Me!

WHILE YOU'RE OUT SAVING THE WORLD, WHO'S GOING TO SAVE YOU? WELL, *BLAST CORPS* USES AN UNUSUAL HYBRID SAVE SYSTEM. THE MOST BASIC GAME INFORMATION – LEVELS COMPLETED, MEDALS AWARDED ETC. – CAN BE SAVED ONTO THE CARTRIDGE'S SINGLE SAVE SLOT. HOWEVER, IF YOU HAVE A CONTROLLER PAK INSERTED, THE GAME WILL AUTOMATICALLY CREATE A SAVE DIRECTORY: 56 PAGES SUPPORTING FOUR SAVE SLOTS. BESIDES SUPPORTING MULTIPLE SAVE POSITIONS, THE CONTROLLER PAK ALSO SAVES DATA THE CARTRIDGE CAN'T. WHENEVER YOU EXIT A LEVEL, THE CONTROLLER PAK SAVES ABSOLUTELY EVERYTHING YOU'VE DEMOLISHED, WHEREAS WITH THE CART SOME BUILDINGS AND RDUS MAY RE-APPEAR. THE CONTROLLER PAK ALSO SAVES BONUS GAME BEST TIMES (RATHER THAN JUST THE MEDAL AWARDED) AND, IF A FRIEND VISITS WITH A CONTROLLER PAK *BLAST CORPS* SAVE GAME, YOU CAN SAVE BEST TIMES IN A GUEST MODE. ON THE DOWNSIDE, IF YOU USE A CONTROLLER PAK YOUR SAVE GAME IS ONLY SAVED THERE – LOSE IT AND YOU'RE BACK TO SQUARE ONE. ALSO, THE SAVE SYSTEM DOESN'T SUPPORT ANY TRANSFER OPTIONS. IF YOU BEGIN A GAME ON CARTRIDGE AND THEN GET A CONTROLLER PAK, IF YOU WANT TO BACK-UP ON A FRIEND'S PAK OR IF YOU WANT TO TRANSFER YOUR PAK SAVE ONTO CARTRIDGE – WELL, FORGET IT. YOU SHOULD ALSO BE AWARE THE GAME GENERALLY SAVES ONTO THE PAK DURING TRANSITION SCREENS – IF YOU PRESS RESET OR TURN OFF DURING THIS PROCEDURE THE SAVE GAME WILL BE ERASED!



SIDESWIPE SMASHES THROUGH SOME TERRACED HOUSES.



THUNDERFIST SMASHES OBSTACLES IN MISSILE CARRIER-VIEW REPLAY MODE.

you want to end the game with a non-harmful detonation!

## BACK 2 PAC

While the bonus games usually rework the main level graphics, occasionally there's a humorous touch such as the pool table or excellent *Pac-Man* homage! In any case, the graphics engine is undoubtedly one of the game's strongest features and ranks among best yet seen on N64. The sprawling explosions, cute vehicles and mirror-finish robot are impressive enough, but only over time do you truly appreciate Rare's brilliance.

Although the game camera rotates and zooms as we've come to expect

from N64 games, its range of movement is surprisingly limited: never too close or too far. Only when an unexpected move hurls a vehicle up close or during an end-game replay do you realise the incredible detail.

The intricate polygon design, realistically weathered texture maps and gleaming light-sourcing are quite astonishing. Then there's animation, the way vehicles rock on their suspension, wheels accurately turning to reflect your steering and even a gorgeous speed-blur effect.

Accompanying these visual splendours is one of the N64's best soundtracks to date. Background music ranges from amusing country &

## Thunderfist

DESTRUCTIVENESS: 4

SPEED: 4

HANDLING: 3

This huge silvery robot is one of the most spectacular-looking vehicles, and somersaulting through a long line of buildings is brilliant fun, but it doesn't appear that often.

**ACTION BUTTON:** Attack Somersault (when running).



western to rock guitar solos, mixed high or low against the sound effects according to your choice. Speaker-shuddering explosions, realistic engine drones, screaming tyres and comedy touches such as the Seventies 'wah-wah' horn on the *Starsky & Hutch* car make for a rich sonic experience.

## FINAL COUNTDOWN

Overall, *Blast Corps* is a riotous arcade experience structured to provide massive, total addiction. The 'just-one-more-go' syndrome is impossible to resist, burning up midnight

Secondly, at an off-site presentation they ran *Killer Instinct* on standard Williams coin-op hardware, using SGI pre-rendered graphics to convince journalists Nintendo had an N64 chipset years before they actually did.

Rare's importance to Nintendo was finally sealed in 1995 with a partial take-over. The Stamper brothers hardly needed the money, Tim Stamper was driving a Lamborghini in 1988, but investment was needed to expand the company's operations. Lavish Rareware recruitment ads soon becoming a constant in trade magazines.

Famously, Nintendo has built a world empire on inoffensive children's games engineered to such divine levels of playability as to addict anyone. By contrast, Rare has always been fond of a high body count. When Sega's Sonic was tapping his sneakered paws for teen appeal, Rare responded with *Battletoads*, a scuzzy bunch of wise-cracking, ultra-violent American amphibians. In this game, the token female wasn't some bland princess pleading for rescue, but instead a leather clad dominatrix embarked on world domination.

This very British sensibility was inevitably muted for Nintendo's *Donkey Kong Country* series, which deftly blends *Super Mario World*'s platforming format with Rare's unique graphic wizardry. *Killer Instinct* is much more to the company's tastes, even if a lack of beat-'em-up experience does show. However, *Blast Corps* is the company's first project programmed from the ground up for N64 and its brilliance further raises expectations for what's to come.

*Donkey Kong Country 64* is something of an open secret, possibly due for unveiling at the Atlanta E3 and a late '97 release. Another secret project is *Dream*, a 128MBit action

game rumoured to be the N64 game for 1997, allegedly overshadowing even *Star Fox 64*.

One Rare game which has been announced is *Goldeneye 007*, the company's take on the ultra-violent *Doom/Quake*. This first-person shoot-'em-up boasts polygon enemies texture-mapped with actors' faces from the movie. The combination of the UK's most famous movie franchise with its most legendary software house should make for a stunning game. A Rareware Major Onatop, now that's something to look forward to...



YOUR MAN SPRINTS FROM THE BALLISTA BIKE AT THE START OF THE FIENDISHLY TOUGH OYSTER HARBOUR. DROPPING THE TNT AT JUST THE RIGHT SPOT IS CRITICAL TO SUCCESS ON THE GAME'S MOST COMPLEX CHALLENGE.

## Ballista

DESTRUCTIVENESS: 4

SPEED: 5

HANDLING: 3

The bastard offspring of a Tron lightcycle and a Hell's Angel chopper, this is the only vehicle with a conventional weapon: short-range rockets. At short to medium distances, the effectiveness of a rapid-fire rocket barrage is devastating, but watch your ammo! Most levels scatter around Ballista's ammo boxes, demanding plenty of exploration. Unfortunately, while Ballista is extremely fast its steering is on the twitchy side. Overall a fun, if nervy little beast.

**ACTION BUTTON:** Fire rocket.



We say: Fred Dibner-tastic

29

MOAR



THE SPACE SHUTTLE PROVIDES A SPECTACULAR LINK TO LATER LEVELS.



THE MOON'S LOW GRAVITY MAKES FOR SOME BRILLIANT ACTION.



THE SPACE SHUTTLE TURNS IN FOR ITS FINAL APPROACH. AS THE SEXY RADIO OPERATOR REELS OFF THE SHUTTLE'S ALTITUDE, YOUR RUNWAY CLEARANCE EFFORTS SEEM SADLY LACK LUSTRE. TIME TO PANIC!

hours in a frantic rush to uncover yet more bonuses and vehicles. After a week or so of late nights, I've no doubt it's the N64's most addictive game to date – simply touching the N64 controller usually ends up with dozens of attempts to better this score or uncover that secret. The audio-visual presentation also does the N64 proud, in a game which reminds you of a time when innovation rather than genre-clones dominated the charts.

The only serious criticism is that it's

finish most of them in a week or less, after which the game's focus switches to earning Gold Medals – a bit of exploration, a lot of speed trials and other sub-games. Most people will see almost everything within a fortnight after which the Platinum level requires superhuman effort rerunning earlier levels faster and faster.

*Blast Corps* is outrageous good fun, but like most good things doesn't last as long as you might want. Roll on the military-themed sequel, in the meantime



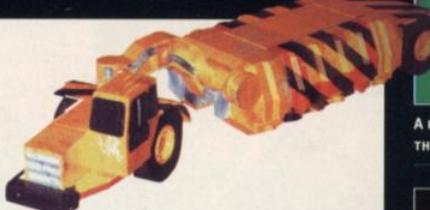
BACKLASH GETS THE TREATMENT MANY NOVICES THINK ITS HANDLING DESERVES!

## Blast Corps is outrageous good fun!

perhaps a bit too addictive. All those easy levels certainly get you hooked, and contain lots of secrets for later on, but the Missile Carrier tasks make you sweat only toward the end. You can

I think I'll have another crack at a few more Platinum times. I know I can do it!

*Blast Corps* was supplied by Wild Imports. To order the game now call (01908) 640040.



### Sideswipe

DESTRUCTIVENESS: 5

SPEED: 4

HANDLING: 3

A stunningly realistic vehicle when seen up close, but this very realism can make it tricky to handle with the small driver's cabin and long main body requiring precise control when navigating narrow streets. That long body contains two massive hydraulic rams which shoot out left and right. When one ram hits something, both stop moving so take out two buildings you need to be precisely in the middle. To further complicate things, hydraulic power is limited and will run down unless you collect special power-ups. All in all, a fun and original vehicle but aside from a few spectacular appearances a supporting player rather than a star.

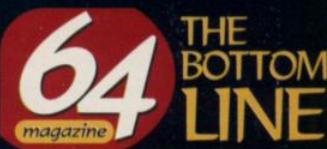
**ACTION BUTTON:** Hydraulic ram double assault.



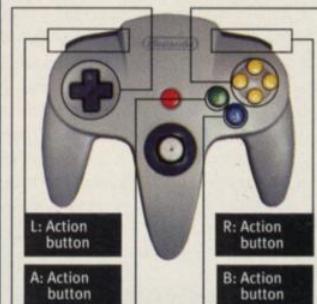
A POOL TABLE PROVIDES THE SETTING FOR THIS EXPLOSIVE SUB-GAME.



POWER-SLIDES AND BULL-DOZERS MAKE FOR A FUN PAC-MAN HOMAGE.



### Keys



Yellow Up: Zoom in • Yellow Right: Rotate anti clockwise view • Yellow Left: Rotate clockwise view • Yellow Down: Zoom out  
D-Pad: Not used  
Z: Exit Vehicle

### Combos

None

### Rating

### Graphics



### Audio



### Gameplay



### Lasting Challenge



### Overall

88%

**Summing up:**  
ORIGINAL, TOTALLY ADDICTIVE AND BRILLIANTLY PRESENTED. PLENTY OF CHALLENGE FOR HIGH SCORE FANATICS.



## \$64,000 Question

- ANALOGUE CONTROL WORKS WELL.
- NO REAL 64-BIT TECHNOLOGY EXPLOITED.
- JUST A BEEFED UP SUPER NES GAME.

LOW ON FUEL AND DESPERATELY HEADING FOR THE PITS YOU ARE SUDDENLY SHUNTED OFF ONTO THE GRASS.



THE VARYING WEATHER CONDITIONS ARE WELL HANDLED AND ENHANCE THE FEELING OF PUSHING YOUR CAR TO THE LIMIT.



## THERE'S SOMETHING DEEPLY

satisfying about getting a new Formula 1 game during the current racing season. All of a sudden instead of it being merely a spectator sport you can get into the cramped cockpit of a Williams, Ferrari or Jordan and have a go yourself. And all this without the threat of having your limbs separated from your body and then set on fire if you crash!

A conversion of Human's solid Super NES title, *Human GP* boasts an impressive set of opening features and enough realism to keep any F1 fan happy. Suffice to say the developers have left nothing out of this



HURTLING DOWN THE BACK STRAIGHT YOU COME ACROSS A BACK MARKER WITH A BLOWN ENGINE.



THE NOSE CONE VIEW LETS YOU SEE MORE OF THE ACTION. NOTE THE FLAMES CURLING OUT OF THE PASSING FERRARI.



THIS GAME OFFERS YOU PLENTY OF CHANCES TO TUNE AND ALTER THE HANDLING OF YOUR CAR. THE MENUS ARE A BIT BLAND THOUGH.

## Ninformation



Publisher: Developer:

Human (Japan)  
Human

Game Type:  
Version Reviewed:

Racing  
Japanese

Release Date:

Out Now (Import)  
£69.99

simulation, and it certainly more satisfying in the long run than say, *FIA Formula 1* on the PlayStation.

## HAMON DILL

First off this is not an officially licenced game and that means no real names, teams or sponsors. This opens up a bit of an inconsistency though because whereas you have complicated car adjustments, a choice

The N64's first SERIOUS driving game (if you don't count *Monza*...)

# HUMAN GP

of full race options, and some of the best looking F1 cars on any system, you find yourself riding as Hamon Dill and passing advertising hoardings for Formula Lager and Shall oil. It kind of makes a mockery of what is supposed to be a serious simulation. Fortunately, you can edit all driver names on the front menu, and there's also a Contract mode which is used to swap drivers and teams. Theoretically this means you can keep the game topical for many years – another first for Human.

Graphically, *Human GP* is adequate, but not state-of-the-art; in fact were it not for the smoothed ground textures, it could easily be mistaken for the PlayStation game. The cars

are highly detailed though, and you get six different views, from right on the tarmac, to the cockpit, nose cone and then varying angles above. Although authentic, the cockpit mode turns out to be impractical because you simply cannot see far enough ahead.

Clever features include a 'real' mode for damage and retirements, so that during a long haul race you will see cars laid up by the track, engines blow as you overtake, and many different complications such as gearbox trouble and blown tyres. This makes for an atmospheric and realistic race,

especially as the artificial intelligence means that front runners, as well as lowly back markers, can succumb to



WATCH THE LIGHTS – IT'S GO, GO, GO!  
PERFECTING YOUR SPEED STARTS IS  
ESSENTIAL IF YOU DON'T WANT A PILE-UP!

## Memory Options



## MEMORY:

KEEPS NOTE OF YOUR POINTS IN THE CHAMPIONSHIP.

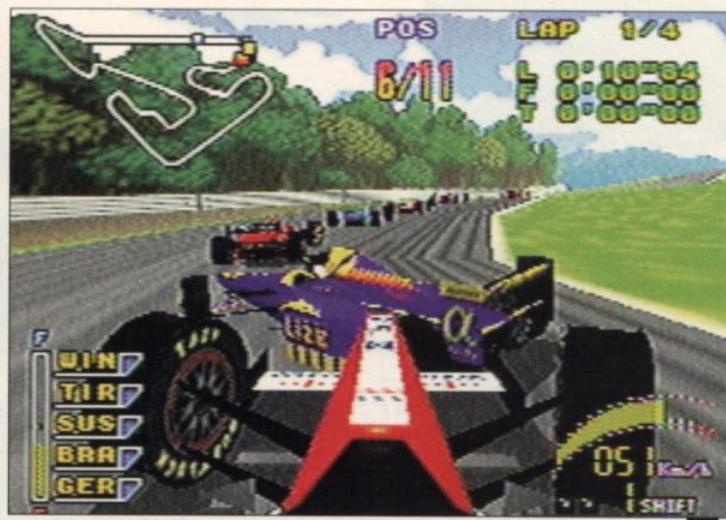
## CONTROLLER PAK:

ALLOWS YOU TO RECORD ALL CAR SETTINGS AND DRIVER NAMES.

**Human GP is essentially a**



THE PIT SECTION IS EXCELLENT, AND YOU GET TO SEE YOUR WHEELS BEING TAKEN OFF WHILE YOUR MECHANICS FILL YOU WITH FUEL.



HUMAN GP'S CARS LOOK GREAT, BUT AS YOU CAN SEE, THAT SAME OLD TRACK TEXTURE HAS BEEN WHEELED OUT. LOOKS GOOD AT 200MPH, BUT POOR WHEN YOU'RE STANDING STILL.



### In a spin!

• DUE TO THE STILTED DRIVING MODEL OF HUMAN GP, YOU WILL RARELY SPIN YOUR CAR THROUGH 360°. WHEN IT DOES, THE SEQUENCE APPEARS TO BE PRE-DEFINED AND NOT RUNNING IN REAL TIME.

art), but is it CHEQUERED flag or pit lane EXPLOSION?

# N GP

disaster. There is also changeable weather conditions which makes every race completely unpredictable.

### SICHAEAL MCHUMACHER

But of course because *Human GP* is essentially a glorified Super NES game there are a few major omissions which would have made it a substantially better game. For a start there are no crashes. The most you get is a sort of juddering sensation when contact is made, but no wheels come off and the cars cannot flip, and so you develop a cavalier, bumper car attitude to each race.

The car handling is also a little suspect, with no real ability to spin

the car using your own skill rather than simply taking a corner too fast, and you soon begin to note that two 'squeals' means you are about to do a 360. Rarely do you feel as if the car is under your complete control.

The speech is also truly awful. As there is no CD to stream some decent quality audio from, we are instead treated to garbled samples which wouldn't sound out of place on a ZX Spectrum. Still, at least there is some form of pits communication...

*Human GP* is an impressive piece of software, but you can't help feeling that it was rushed to be one of the N64's first games. Instead the developers should have polished it

more and added some real life crashes. As it is, this is merely a Super NES game with added 'zing' and not a true next generation experience. Some good ideas though.

*Human GP* was supplied by the Video Games Centre. Call them on (01202) 527314.



SHALL OIL, YES VERY AMUSING, BUT IT DOESN'T EXACTLY HELP THE SIMULATION ASPECT OF THE GAME, DOES IT? AN OFFICIAL LICENCE SHOULD HAVE BEEN GRANTED.

## HUMAN GP

### 64 THE BOTTOM LINE

#### Keys



#### Combos

None

#### Rating

#### Graphics



#### Audio



#### Gameplay



#### Lasting Challenge



#### Overall



# 78

#### Summing up:

BIG ON ATMOSPHERE, LOW ON 64-BIT THRILLS! STILL JUST AS GOOD AS THE PLAYSTATION'S BEST THOUGH.

Ninformation



Cart size

8 MB

Memory

Publisher:  
Developer:Acclaim  
IguanaGame Type:  
Version Reviewed:Shoot-'em-up  
EuropeanRelease Date:  
Price:Out Now  
£69.99

# TUROK DINOSAUR

The **REAL** reason dinosaurs became extinct. Are we having **FUN** yet?

## \$64,000 Question

- ⊕ GRAPHICALLY STUNNING, GOOD USE OF N64 TRICKERY AND MIP-MAPPING.
- ⊕ VERY FAST DESPITE HEAVY POLYGON USAGE.
- ⊖ APART FROM GRAPHICS, TUROK HAS VERY LITTLE THAT HASN'T BEEN SEEN BEFORE.
- ⊖ NOT ENOUGH BIG OBJECTS ON-SCREEN AT ONCE - A SHAME.



**TUROK'S BIGGEST** problem and overriding failure is perfectly described by Jeff Goldblum's character in *Jurassic Park*. "We are going to see some dinosaurs on this dinosaur tour, right?" For a game so obviously preying on the fact that you are going to see some pretty impressive monsters, *Turok Dinosaur Hunter* has so few actual in-  
your-face dinosaurs that you will be perfectly within your rights to ask for your money back under trading standards.

But of course you won't discover this fact until you've played it from beginning to end using our in-depth solution (starting on page 58 folks), but be prepared to be underwhelmed. The biggest thing you'll see up until the final level is a raptor - big deal! Bypass protesters are more frightening...



DEEP IN THE LOST WORLD YOU ENCOUNTER THESE HUGE KILLER PLANTS, USUALLY GUARDING SOME POWER-UPS. GET TOO CLOSE AND THEY ATTACK...

## Memory Options



**MEMORY:**  
NO INTERNAL SAVE  
WHEN POWER IS  
SWITCHED OFF.  
**CONTROLLER PAK:**  
ESSENTIAL FOR SAVING  
YOUR GAME AT KEY  
POINTS - GET ONE FOR  
ELSE!

**GRRRRRRR!**

But that's not to say that *Turok*,

## Letting loose with

initially at least, is not an incredible interactive experience. Few games in recent memory have such a convincing and lifelike game environment, and many of the levels are well designed and challenging.

Once past the obvious jungle-fied menu system, and comical, but ultimately bland rendered sequence, you're into a world of majestic



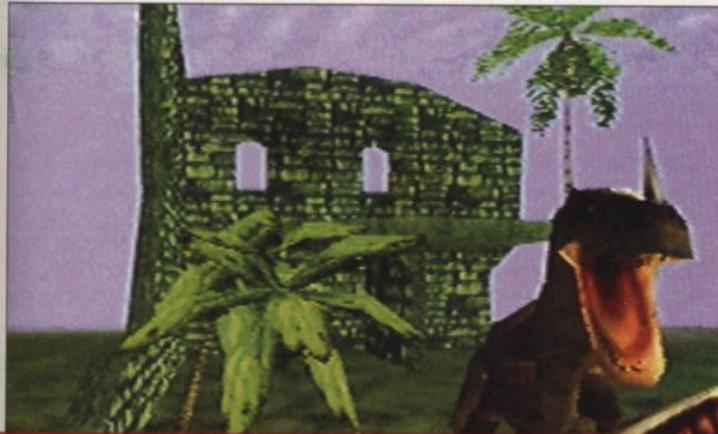
YOU RARELY GET TO SEE TWO DIFFERENT SPECIES THIS CLOSE TOGETHER, AND THEY USUALLY END UP FIGHTING EACH OTHER BEFORE GETTING AROUND TO YOU.

## He started it

AN EXCELLENT ASPECT OF *TUROK* IS THE WAY YOU CAN SET ENEMIES AGAINST EACH OTHER AND THEN WATCH THEM FIGHT IT OUT TO THE DEATH. HERE A RAPTOR HAS ACCIDENTALLY ATTACKED THE BLOKE WITH A LASER GUN, WHO IS NOT BEST PLEASED, AND THE TWO BEGIN AN ALMIGHTY SCRAP. GUESS WHO WINS?



# HUNTER



## The Chronosepter is like watching the end of the world!

YOU'VE GOT TO ADMIT THAT *TUROK* HAS THE BEST ATMOSPHERE AND GAME ENVIRONMENT ON THE N64. THE RAPTORS ALWAYS SEEM TO CROP UP AT THE MOST INCONVENIENT MOMENTS.

splendour which is alive with sights and sounds.

Leaving the dying embers of your camp fire you venture into the first canyon, gripping your trusty Bowie knife and gut-string bow. To your left

as the mist ahead clears, a monkey cocks its head in your direction and "coos;" sensing movement in its

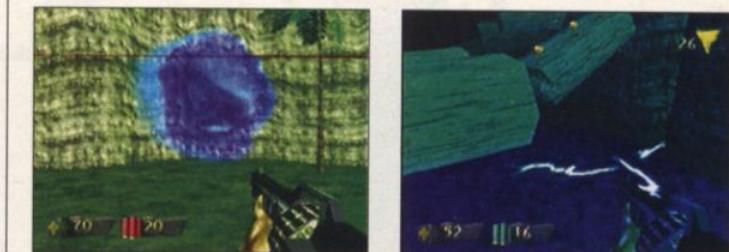


AS YOU EMERGE FROM DENSE FOLIAGE YOU SPY A VITAL SAVE POINT. LUCKILY THESE ARE STRATEGICALLY PLACED BEFORE ANY MAJOR DANGERS.

THIS IS A PUR-LIN AND IT ATTACKS USING ITS OUTSIZED FISTS AND A SPECIAL JUMPING EARTHQUAKE MOVE. I DON'T REMEMBER ANY OF THESE IN THE NATURAL HISTORY MUSEUM.



THE FINAL LEVEL OF THE GAME GOES FROM JURASSIC TO TECHNO, AS ANDROIDS BECOME THE COMMON ENEMY. YES IT'S AS CRAP AS IT SOUNDS.



### Bonus games

• A CLEVER WAY TO KEEP YOUR LIVES TOPPED UP IS THE INVENTION OF RANDOM WARPS WHICH TELEPORT YOU TO SECRET BONUS GAMES. ONCE IN THIS PARALLEL DIMENSION YOU CAN COLLECT LIFE FORCE POINTS; 100 OF WHICH GIVES YOU AN EXTRA LIFE. BEWARE THOUGH, IT'S NOT AS EASY AS ALL THAT. TO GET THEM ALL YOU MUST NAVIGATE LOGS, SWINGING AXES AND HUNDREDS OF SUSPENDED PLATFORMS. THERE IS ONE WARP PER LEVEL, BUT ITS LOCATION VARIES DEPENDING ON TIME. IF YOU HEAR A BIZARRE WHIRRING SOUND, THE CHANCES ARE IT'S JUST APPEARED RIGHT NEXT TO YOU.

peripheral vision. It then bolts for the nearest mile-high tree, before disappearing into the distance with shrieks of alarm.

Something roars ahead, but is it

head. Dropping to the floor you spin and loose your next bolt which catches the native through the side of the neck. A look of surprise breaks across his hardened features as he

miles away, or hiding in the dense foliage ahead? You switch to your bow and hold down the trigger to tense up an arrow in preparation. Creeping forward you make out a shape coming towards you. A man.

Instinctively you let loose an arrow but it misses, and still he comes, breaking into a run now and yelling with it. Fumbling with your weapon you whirl around and look for cover – that bush – you can make it. Shots ring out and bullets whizz past your



HAVING SLAUGHTERED A LOCAL TRIBE, YOU TAKE TO THEIR STILL TWITCHING BODIES WITH YOUR CHAINGUN. NOTE THE BRAIN MATTER. YUK.



WITHOUT A DOUBT THE MOST IMPRESSIVE ENEMIES TO BE FOUND WANDERING THE PLAINS ARE THESE TRICERATOPS AND RIDERS. WHEN YOU KILL THEM, THE RIDER GETS TRAPPED UNDER ITS BODY AND IS CRUSHED.



BATTLES TAKE PLACE IN THE WATER AS WELL AS ON LAND. THIS LEAPER WAS HIDING IN THE SECRET CHAMBER ON THE CITY LEVEL. NOTE THE TASTEFUL BLOOD SPLAT AND SPRAY OF WATER.



T-REXS, RAPTORS, BLOKES WITH BIG KNIVES, AND THE MOST TERRIFYING CREATURES IN *Turok* ARE THESE BLACK BEETLES, WHICH MAKE A BLOOD-CHILLINGLY SQUEAK JUST BEFORE THEY STING YOU.



JUMPING BETWEEN PLATFORMS LIKE THIS IS A CONSTANT HASSLE IN *Turok* AND NOT SUITED TO A FIRST PERSON PERSPECTIVE GAME. TO GET ACROSS YOU MUST USE THE OVERLaid MAP TO JUDGE THE DISTANCES.

realises that a three foot long spurt of his own blood is pumping out of the hole in his jugular. Fully motion captured, he slams both hands over the wound to stem the flow but it's too late, and after much convulsing he drops to the mossy floor and dies in a lake of blood – disappearing completely moments later.

### BRONTO BUNGLE

This is just one of the life and death encounters you will face in the initial stages of *Turok*, and it's made all the more frantic by the fact that you have such primitive weapons. To survive the legions of tribesmen and more than a few blood-thirsty raptors, you quickly need bigger and better guns.

Luckily *Turok* delivers, but thankfully your progression to the next weapon is carefully planned, with some not appearing until right at the end of the game, and this means you are always aware that you're mortal, and one stray bullet or rockfall could end your adventure.

After your initial two you quickly

find a pistol (nice recoil, but Arnie wouldn't be seen dead with it), and then the more impressive super shotgun, which has a rotating cartridge chamber for rapid fire. Curiously though you find this before the normal shotgun, which kind of makes the latter redundant.

Other choice 'finds' include the brutal chain gun, which unlike the effort in *Doom*, actually has a rotating barrel which slowly loses momentum after firing and boasts a great 'ziing' sound effect. Think of that tobacco chewing guy in the film, *Predator*, and you'll know exactly what to expect.

The rail gun from *Eraser* is also a brutal armament, along with the grenade launcher, nuclear hand weapon, laser gun and of course the Chronosepter, which can only be used once you have found all its pieces scattered through *Turok*'s eight levels. This is a clever sub-plot, and also a satisfying one, because letting loose with the Chronosepter is like watching the end of the world!

Generally all the weapons in this

You're not hunting dinos...



### Where's yer tool?

• *Turok* HAS 14 WEAPONS SCATTERED AROUND THE LANDSCAPE FOR YOU TO FIND. MORE OFTEN THAN NOT, NEW 'BIG BOYS' CAN ONLY BE FOUND IN SECRET ROOMS OR ATOP IMPOSSIBLY HIGH GORGES. YOU START OFF WITH THE KNIFE AND ARROWS, AND THE MIGHTY CHRONOSEPTER CAN ONLY BE USED ONCE YOU HAVE FOUND ALL THE PIECES.

#### KNIFE

[1] WHY BOTHER? THIS LITTLE POINTY THING IS ONLY GOOD FOR PICKING THE WEEVILS OUT OF BISCUITS.

#### ARROWS

[2] COME IN NORMAL AND 'TEK' FLAVOURS (MORE POWERFUL) AND ARE GREAT FOR PICKING OFF DISTANT TARGETS SILENTLY.

#### PISTOL

[3] A CUTE MAGNUM AFFAIR WITH A NICE RECOIL ACTION AND DECENT STOPPING POWER. NOT GOOD FOR BIG DINOSAURS THOUGH.

#### SHOTGUN

[4] A MEATY WEAPON WHICH TAKES OUT ANYTHING UP CLOSE, BUT IT HAS AN ANNOYINGLY LONG LOADING TIME.

#### AUTOMATIC SHOTGUN

[5] FAR MORE FUN THAN THE STANDARD MODEL, THIS ROTATING SUCKER LOADS ITSELF AFTER EACH SHOT. COMES WITH EXPLOSIVES BULLETS TOO!

#### ASSAULT RIFLE

[6] OR THE ARABS FAVOURITE, THE AK-47. FIRES A STREAM OF BULLETS IN SHORT BURSTS OF THREE OR FOUR.

# Turok Dinosaur Hunter



TUROK IS FULL OF CLEVER IDEAS AND REALISTIC TOUCHES. MOVE THE ANALOGUE STICK UP TO THE SUN AND YOU SQUINT AT THE SUDDEN BRIGHTNESS, WITH LENS FLARE KICKING IN AS WELL.

game are conversation pieces in themselves, and put those in all other 3-D shoot-'em-ups to shame.

Pyrotechnic delights await those with itchy trigger fingers and the Nintendo is stretched to its limits in creating showers of colour and ear-splitting explosions. Yes you will be amazed.

## AMMO-NITRATE

Ammunition, or rather the lack of it, is a key factor in *Turok* and one that adds much of the tension. As in *Doom*, *Quake* and *Duke Nukem*, 3-D shoot-'em-ups thrive on recreating the feeling of you being low on ammo but still caught between a piece of granite and a hard place.

A great portion of your time playing *Turok* will be spent swearing profusely, looking for more bullets and blindly running into a group of the enemy shouting "C'mon – you want some of this motherf\*cker!" Before inevitably becoming the lunch of something with more teeth than the BeeGees.

Alternatively you can spend your time sneaking around using only

silent weapons, but this inevitably leads to some trouser-filling moments in dark tunnels and is recommended for people with iron bowels or large dry-cleaning budgets.

## TAKE CONTROL

The control system is unique to *Turok*, but there's no doubt that it will be copiously copied. You basically use the four yellow arrow buttons on the pad to move forward and back, and left/right strafe, and the analogue stick acts as your line of sight. This means you can be running forward, but shooting to the side, and you can use it to look for hidden ledges and objects in all directions. A similar system is used in *Mario 64* when you are in the closest zoom mode.

It takes a bit of getting used to, but it totally revolutionises this style of game in the same way that the mouse is the best way to play *Quake* on the PC. Once again this control method proves that the Nintendo 64 control pad is the cleverest invention Nintendo has ever created. So much so that Sony has copied it with their double analogue pad.

## EYE CANDY

Graphically, *Turok* is fabulous, and you'd be hard pressed to find anything that doesn't gob-smack your average PlayStation or Saturn owner. But if it didn't then you'd be worried – this is a 64-bit console after all, and so you've got to expect that it will look, sound and perform better than anything else.

The thousands of colours on-screen at once help to make this the best looking N64 game yet. A subtle masterpiece compared to the brash



## Blood 'n' Guts

TUROK CATERS FOR BOTH THE BLOOD-THIRSTY NUTTERS AND THE MORE SQUEAMISH. THERE IS AN OPTION IN THE GAME TO HAVE THE BLOOD THAT SPEWS FORTH FROM EVERY ENEMY ORIFICE IN EITHER RED, GREEN OR NOT AT ALL. THAT SHOULD KEEP ANXIOUS PARENTS FROM PROTESTING ABOUT THE GAME'S VIOLENT CONTENT.



PAUSE FOR A LAUGH AS THIS UNFORTUNATE HUNTER GETS RIPPED TO SHREDS BY A WAYWARD RAPTOR.

primary colours of *Mario* and *Wave Race*. Even *Shadows of the Empire* looks dull after *Turok*.

There are also plenty of clever touches which distinguish the game as the most accomplished *Doom* variant yet. Look up and the sun

causes you to squint and produce lens flare. Waterfalls plunge to the plateau floor and cause vast clouds of water vapour. Gaze into a pool and you can actually see oxygen bubbles rising to

## it all, they just get in the way!



### GRENADE LAUNCHER

[7] LOOKING LIKE THE SHOULDER-MOUNTED LASER IN *PREDATOR*, THIS FIRES GRENADES OVER GREAT DISTANCES. A GOOD BOOBY TRAP WEAPON.

### PULSE RIFLE

[8] BASICALLY THIS IS A LASER GUN WHICH FIRES SHORT BURSTS OF

ENERGY. IT IS QUICKER AND MORE RELIABLE THAN THE ASSAULT RIFLE.

### MINI GUN

[9] ARNIE USES IT IN *T2*, AND SO DOES THAT TOBACCO-CHEWING GUY IN *PREDATOR*. THE MINI GUN IS AN AWESOMEDESTRUCTIVE WEAPON. COOL TOO.

### ALIEN WEAPON

[10] ESSENTIALLY THIS IS THE HYPER-COOL RAIN GUN FROM THE FILM *ERASER*. IT FIRES GREEN RINGS OF ENERGY WHICH THEN EXPLODE.

### QUAD ROCKET LAUNCHER

[11] WHEN IT EVENTUALLY OPENS THIS WEAPON LAUNCHES FOUR MISSILES WHICH SPIN TO THEIR

TARGETS WITH DEADLY ACCURACY.

### PARTICLE ACCELERATOR

[12] HOLD DOWN THE TRIGGER LONGER AND THIS GUN WILL DELIVER A BIGGER KICK. BASICALLY IT FREEZES AND THEN EXPLODES OPPONENTS.

### FUSION CANNON

[13] OR THE HAND-HELD THERMONUCLEAR DEVICE. POINT THIS AT YOUR ENEMY'S SIDE OF THE PLANET AND THEY'RE IN PIECES, BABY!

### CHRONOSEPTER

[14] COLLECT ALL THE PIECES STREWN THROUGHOUT THE EIGHT LEVELS OF *TUROK* AND YOU'LL HAVE THIS UTTER NUTTER OF A GUN.



THESE MIGHTY IGUANADONS HAVE HUGE SPIKES TO IMPALE YOU WITH, BUT LATER ON THEY COME EQUIPPED WITH LASER CANNONS. THAT'S A LEVEL PORTAL GLOWING BEHIND BY THE WAY.

the surface. Stuff like this has never been seen before and it is instantly

captivating. Over eight levels though, the originality starts to wane.

### THE BAD NEWS

The lack of real dinosaurs is definitely a problem because once you're used to coming up against raptors and men, there really isn't anything left. On many an occasion the sound effects will lead you to believe that something truly huge is waiting in the antechamber ahead, but then you'll find it empty, or even worse, full of those annoying little beetle things.

*Turok* desperately needed to have more moments like the one in *Tomb Raider*, where you suddenly come across a huge T-Rex which thunders across the plain to eat you. Surely you



### Faces of Death

THESE SKELETAL FIGURES APPEAR IN THE RUINED CITY LEVEL AND ATTACK USING CARVED PIECES OF WOOD AND HIGHLY ACCURATE BLOWPIPES. FRANK HERE HAS TWO CHILDREN, BUT IT'S HIM OR YOU. AND YOU HAVE A BIG GUN...



ENDLESS FUN CAN BE HAD SHOOTING FRESH CORPSES WITH EXPLOSIVE ROUNDS AND THEN WATCHING THEM 'DANCE'.



THE DINOSAUR GRAVEYARD APPEARS MUCH LATER IN THE GAME AND IS INFESTED WITH MAD GIANT DRAGONFLIES (BELOW). ANOTHER EXAMPLE OF THE SLICK GRAPHICS.



SMALL MAMMALS MUST BE INSTANTLY EXTERMINATED BECAUSE THEY HOLD HEALTH POINTS. THIS PIG IS OBVIOUSLY ASKING FOR IT...

should be hiding from such brutes, with the artificial intelligence high enough so that the hunter becomes the hunted!

Imagine it – legging it up through caves to avoid a T-Rex, and then having it staring in at you while you are trapped. Such imagination is lacking in *Turok* and it's a real shame because the hardware is no longer an excuse.

### NO IMAGINATION

You also only ever come up against a maximum of three or four enemies. What's the point of having weaponry that could slay a continent in one blast, if you could kill them all with



The name "Dinosaur Hunter" is misleading because you're not hunting dinosaurs at all, they just get in the way. It would have been a far better game if humans played a very small part in it, let alone the cyborgs that appear at the end. Hands up who's tired of shooting robots?

The game should have been a sort of *Jurassic Park* meets *The White Buffalo*, with you sworn to vanquish a huge Tyrannosaurus who had slain your family. That way you could spend the

## Graphically,

game tracking down the mama T-Rex until the last level where you'd corner it. Honestly, where is the imagination these days?

Another major flaw in Iguana's game is the repetitive nature of the levels themselves. Oh sure you are in awe of it all for the first couple, but then you realise that to increase the challenge and the time it takes to complete them, the developers have thrown in far too many instances where you have to jump across to raised platforms.

For *Mario* this is fine, but a first person perspective game such as *Turok* is not designed for such precise antics and so it quickly becomes incredible annoying as you plunge to your death for the hundredth time. In real life you can see your feet and arms and this sort of thing is not a problem, but imagine doing it with no arms and then see how many

# Turok: Dinosaur Hunter



MORE POWERFUL ANCIENT WARRIOR HAVE THE ABILITY TO THROW FIREBALLS AND EVEN FREEZE YOU. THEY THINK THEY'RE TOUGH, BUT A 12 BORE SHOTGUN SHOULD SORT THEM OUT.

acrobatics you attempt.

In the end you use the map to judge whether you've made it or not, but this is still a stupid and lazy way of filling a game, especially when later on the developers really take the p\*ss by making you leap over to moving columns which are surrounded by lava. As if it wasn't difficult enough!

## HUNTED DOWN

So far Turok has attained scores of 95% and even 97%, but this is a lie – it is nothing like as inventive as

*Mario 64* and those who claim it is simply haven't played it through.

Although *Turok* is visually impressive and certainly a good argument to put to your better half for buying an N64, the gameplay soon becomes repetitive and any clever ideas brought on in the early stages make way for mindless shooting and maze exploration near the end. The last level is utterly boring when it should have been the most thrilling of all. This stinks of a lack of imagination and a desire to get the game finished on time. A decent game, but one that misses the target too often.

R  
64

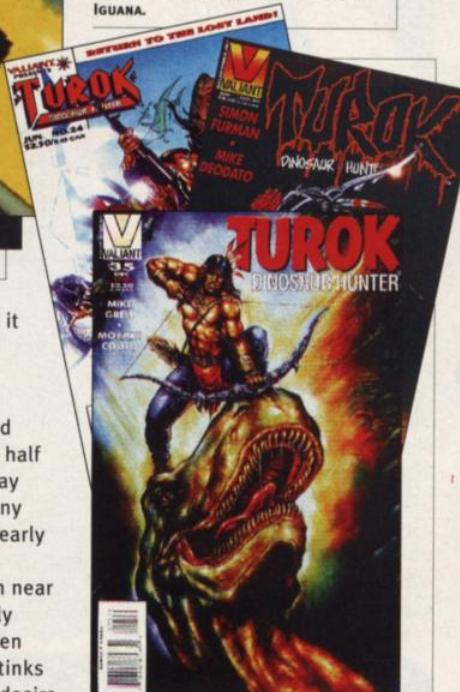
**k is fabulous...**



THE HUMANS IN *Turok* ARE FULLY MOTION CAPTURED AND LOOK FANTASTIC UP CLOSE. YOU ALSO GET MOTION BLURRING ON THE WEAPONS AS THEY SWING THEM VICIOUSLY IN YOUR DIRECTION.



SHOOT A GRENADE INTO THE WATER AND AFTER AN EXPLOSION YOU GET A MASS OF REALISTIC LOOKING BUBBLES. NICE TOUCH IGUANA.



## Comedy of Terrors

Turok began as a comic book in 1954 but it was never a commercial success, even though it ran for nearly three decades.



HAVING KILLED THE CAMPAIGNER AT THE END OF THE GAME, TUROK ESCAPES VIA A HANDY LIFT AND TUNNEL ARRANGEMENT. YOU ARE THEN GIVEN A CHEAT FOR NEXT TIME.

**64**  
THE BOTTOM LINE

## Keys



Yellow Up: Move forward • Yellow Right: Strafe right • Yellow Left: Strafe left • Yellow Down: Move backwards

D-Pad: Not used Z: fire

## Combos

None

## Rating

## Graphics



## Audio



## Gameplay



## Lasting Challenge



## Overall

80%

## Summing up:

THE PERFECT NINTENDO GRAPHICAL SHOWPIECE, BUT SADLY LACKING IN IMAGINATION, INNOVATION AND DINOSAURS... *Turok 2* BETTER TAKE NOTE.

Ninformati

Publisher:  
Developer:

EA

Game Type:  
Version Reviewed:Sports  
USRelease Date:  
Price:Out Now  
£59.99

# FIFA 64

Are the **GLORY** days of EA's Sports label well and truly **DEAD**?

## \$64,000 Question

- FOR HEAVEN'S SAKE DON'T LET YOUR PLAYSTATION-OWNING FRIENDS SEE THIS ONE OR YOU'LL NEVER HEAR THE END OF IT.
- JERKY PLAYER ANIMATION AND CAMERA MOVEMENT.
- FIFA DOESN'T MAKE ANYWHERE NEAR FULL USE OF THE MACHINE'S CAPABILITIES.
- NOT EVEN AS GOOD AS THE TURGID PLAYSTATION VERSION!



**THERE'S ONE THING THE** official FIFA licence guarantees: authenticity. Not only does *FIFA 64* feature virtually every half-decent international team, plus Wales, but it also packs in hundreds of club teams from around the world. These include your favourite Premiership sides (and more), all with accurate, up-to-date line-ups and player statistics. Motty types will have a field day, particularly as you can compete in a full league season, playoffs (knockout cup), and World Cup-style tournament.

Interestingly enough, John Motson

is actually here in the stadium to provide a decent commentary, although surprisingly there's no mention of the players' names. The legendary BBC motormouth is aided by silky Des Lynam and the odd comment from Sky Sport's Andy Gray. Talk about a star line-up, EA has obviously pulled out all the stops to make this just like a real big TV match.

As well as countless different stadium views, including Shoulder and Ball Cams, there's even a picture-in-picture option. Meanwhile the crowd gets all excited, blowing air-horns and drumming away like the Glitter Band.

## Memory Options



**MEMORY:**  
NO INTERNAL SAVE.  
**CONTROLLER PAK:**  
SAVE VARIOUS  
TOURNAMENT  
POSITIONS, CUSTOMISED  
TEAMS AND  
FORMATION.



AN OPPONENT IS PUSHED TO THE GROUND, BUT THE NEARBY REF HAS SPOTTED IT.

## The graphics are appalling considering th

The authentic audio is completed by grunts and shouts from the players.

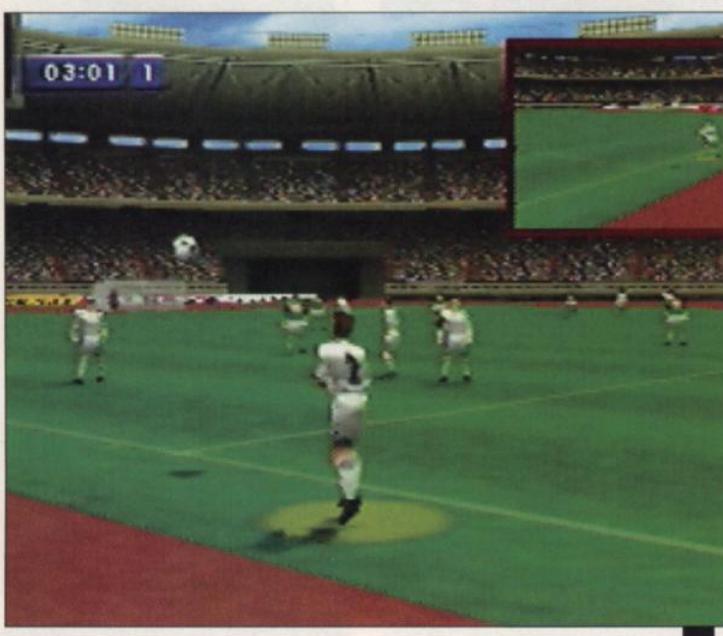
### TELLING JERKS

So the stage is set for a memorable game of football. However, as is often the case, what looks promising on paper turns out to be a dour struggle. For a start, the graphics in *FIFA 64* are appalling considering the machine's awesome capabilities.

The motion-captured players look okay in close-up, but jerk very noticeably from one set animation to the next, making their actions look very stilted. Incredibly, even the camera rotation judders in sympathy - what the heck is going on here? Maybe it's a casualty of the picture-in-picture facility, which apart from the standard radar setting is all a bit pointless and at times obscures the



IF IT'S ALL SQUARE AT THE END OF EXTRA TIME, THERE'S A PENALTY SHOT-OUT. JUST DIRECT YOUR SHOT AS NORMAL.



AIM THE THROW-IN AND HOLD THE BUTTON TO SET THE POWER. THESE GUYS CAN CHUCK IT LIKE A SPEEDING BULLET.



YOU'RE OFF! THIS REF WON'T STAND FOR ANY NONSENSE, SO DON'T GET TOO AGGRESSIVE.



# FIFA Vs ISS Pro

Our football pundits analyse *FIFA*'s chances against the much-fancied opposition of Konami's *International Superstar Soccer Pro* (aka *J League Perfect Striker* on import).



## FIFA

3	Jerks from one motion capture to the next
6	Plenty of views, but most are only useful for replays
8	Motty and co commentating, but no player names
3	Real teams and player names, but the action is often farcical
4	A handful of adjustable formations and strategies
2	Surprisingly few moves available, hardly any skill needed
1	Usually down to luck whether you win the ball or not
5	Hard to aim precisely, so not particularly effective
0	Hopelessly confusing, if you can get enough people to play!
4	Not much variety, mostly simple power shots inside area
<b>36</b>	<b>TOTALLY OUTCLASSED IN VIRTUALLY EVERY AREA</b>

## ISS Pro

Animation	Superbly detailed and smooth player movement	10
Match View	Adjustable standard view is just right; free-cam for replays	9
Sound	No star announcer, but some hilarious phrases	8
Realism	Good build-ups, though goals scored from some very acute angles	7
Tactics	Many customisable formations, man marking, instant strategies	10
Ball Skills	Lots of clever little manoeuvres to learn and master	10
In The Air	Three different header types, accurately directed	10
Set Pieces	Plenty of options for good free kicks and corners	9
Multi-player	Much scope for team-play, such as well-timed through-balls and runs	9
Goals	Some real corkers from shots, headers and rounding keeper	9
<b>OVERALL</b>	<b>IN A LEAGUE OF ITS OWN FOR LOOKS AND PLAYABILITY</b>	<b>91</b>

## machine's awesome capabilities!



THE CLOSE-UP VIEWS SHOW THE POLYGON PLAYERS OFF. THEY MAY LOOK OKAY STATIC, BUT THEY MOVE STUPIDLY.

main action annoyingly. And as for all those flashy match views, the

game's unplayable in most of them, while the tiny players look worse on the more usable ones.

The various views do come in handy for action replays of goals, but most of the latter will look very similar. The standard scoring technique is a powerful shot from inside the area. As long as you get it on target, it'll usually beat the keeper without the need for any swerve. Dubious goalie intelligence



USING THE FREE CAM ON THE INSTANT REPLAY, YOU CAN WATCH EVENTS FROM THE ANGLE AND DISTANCE OF YOUR CHOICE.

includes not even bothering to come off his line to collect a stationary ball near the penalty spot.

### Too PREDICTABLE

Creative play isn't helped by a control system which is semi-automatic on the lower skill settings, leading to frustratingly imprecise passing. Even on the Pro setting there's little scope, or need, for interesting build-ups. It's far trickier to pass it around to create an opening, or cross into the box for a header, than simply go on a long solo run past the unintelligent CPU



THE TEAMS POUR OUT ONTO THE PITCH WHILE DES LYNAM DOES HIS STUDIO LINK TO MOTTY.



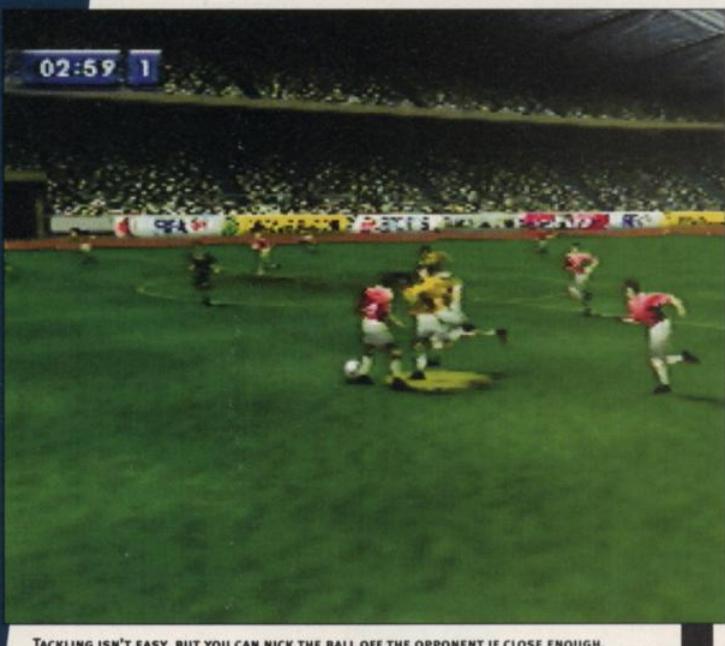
## Quick! call Scully and Mulder!

THIS BIZARRE BUG GOAL ACTUALLY OCCURRED DURING A MATCH AGAINST THE CPU – NO CAMERA TRICKS WERE USED!

01



THE STRIKER CONNECTS WITH A POWERFUL HEADER FROM A CROSS.

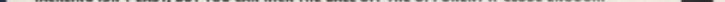


TACKLING ISN'T EASY, BUT YOU CAN NICK THE BALL OFF THE OPPONENT IF CLOSE ENOUGH.

02



AFTER HITTING THE BAR, THE BALL HOVERS IN MIDAIR FOR A SECOND.



defenders. A human opponent will find it just as hard to tackle as you zig-zag and hammer the dash button to spurt past. The main alternative is to whack a long ball forward for your striker to chase (again using the dash).

As for headers, they're virtually impossible to connect, never mind

the end of the day, *FIFA 64* may have all the real players and some TV-style gimmicks, but it doesn't play a decent game of football and is one of the N64's worst games. Avoid.

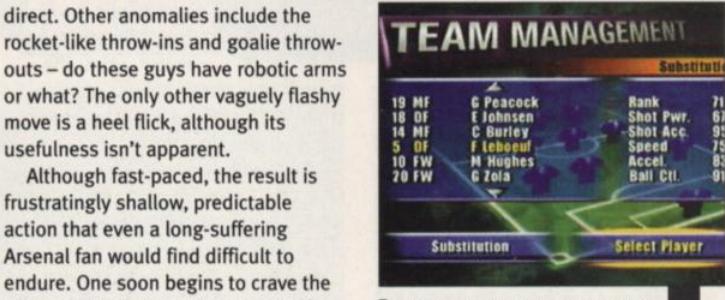
*FIFA 64* was supplied by the Video Game Centre – contact them now for a copy on (01202) 527314.

## One of the N64's worst games. Avoid!

03



IT THEN FLIES OVER AND WIDE BEFORE CURLING BACK TOWARDS THE NET.



THE TEAM LINE-UPS SEEM VERY ACCURATE. CHELSEA HAVE ALL THEIR EUROPEAN STAR SIGNINGS.

direct. Other anomalies include the rocket-like throw-ins and goalie throw-outs – do these guys have robotic arms or what? The only other vaguely flashy move is a heel flick, although its usefulness isn't apparent.

Although fast-paced, the result is frustratingly shallow, predictable action that even a long-suffering Arsenal fan would find difficult to endure. One soon begins to crave the nifty through-balls and one-twos of Konami's *ISS Pro*, which at least encouraged invention and creativity. At

04



THE BALL SAILS THROUGH THE SIDE-NETTING AND, INCREDIBLY, IS GIVEN AS A GOAL.



SMACK! A DECENT POWER SHOT FROM INSIDE THE AREA SHOULD HAVE THE NET BULGING.



PLATTIE SMASHES ANOTHER INTO THE BACK OF THE NET FOR THE GUNNERS. THE PICTURE-IN-PICTURE IS DISPLAYING THE RADAR.

## THE BOTTOM LINE

### Keys



Yellow Up: Rainbow Kick/Hard Tackle • Yellow Right: Not Used • Yellow Down: Lob/Slide Tackle • Yellow Left: Speed Up

D-Pad: Not used Z: fire

### Combos

L/R + Yellow Up/Down: Change Picture-In-Picture  
L/R + Yellow Left/Right: Change Main View

### Rating

### Graphics



### Audio



### Gameplay



### Lasting Challenge



### Overall

29%

**Summing up:**  
A SHOCKING PERFORMANCE. FOOTBALL MAY BE A FUNNY OLD GAME, BUT YOU WON'T BE LAUGHING IF YOU BUY THIS.

# NBA HANG TIME

## Ninformation



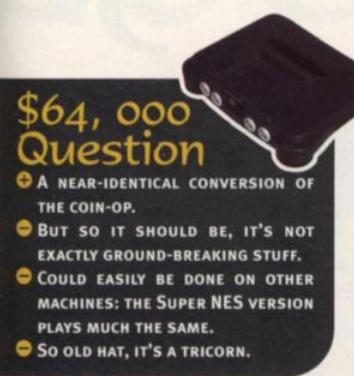
Publisher:  
Developer:

Midway  
Midway

Game Type:  
Version Reviewed:

Sports  
USA

Release Date: Out Now (import)  
Price: £79.99



### \$64,000 Question

- A NEAR-IDENTICAL CONVERSION OF THE COIN-OP.
- BUT SO IT SHOULD BE, IT'S NOT EXACTLY GROUND-BREAKING STUFF.
- COULD EASILY BE DONE ON OTHER MACHINES: THE SUPER NES VERSION PLAYS MUCH THE SAME.
- SO OLD HAT, IT'S A TRICORN.

**AFTER UMPTEEN VERSIONS** of *NBA Jam*, Midway still hasn't sussed that there are actually five players on a basketball team! Instead, *NBA Hang Time* resurrects its predecessors' classic gameplay for another two-on-two dunkfest. The familiar format includes turbo running, the ability to push opponents over without penalty, and a basketful of spectacular slams. A few new moves have been added, namely the spin dribble, alley-oop, and a special double dunk using both players.

The most notable addition is the

## “FROM DOWNTOWN!”

Yes it's a **BASKETBALL** game – how **ORIGINAL...**

## Memory Options



### MEMORY:

NO INTERNAL SAVE  
FACILITY.

### CONTROLLER PAK:

SAVES YOUR CUSTOM  
PLAYERS AND  
STATISTICS.

ability to create your own custom players. This is a hilarious process as you select from a large range of character heads, including bizarre ones like a werewolf, clown, ape, and bright-green alien! You can improve your player's attributes later on, by winning several games in a row or answering trivia questions.

Sadly the three-button arcade gameplay, although fun, lacks the depth and challenge required for



GREAT FUN CAN BE HAD CREATING CUSTOM PLAYERS. AS WELL AS SELECTING A HEAD, YOU CAN ALTER THEIR HEIGHT, WEIGHT, AND ABILITIES.



HAMMER THE BUTTONS TO BUILD UP YOUR JUMP METER BEFORE LEAPING FOR THE TIP-OFF.

long-term interest. It still plays, and even looks, remarkably like the original *NBA Jam*: the simple sprite animation doesn't exactly push the 64's capabilities to the limit. While it still proves a good laugh with four players, it seems incredibly primitive compared to the likes of *Total NBA* on the PlayStation.

**NBA HANGTIME WAS GRACIOUSLY SUPPLIED BY THE VIDEO GAMES CENTRE – (01202) 527314.**



## Doesn't push the 64's capabilities



YOU GET TO CHECK THE STATS AT HALF-TIME AND SUBSTITUTE TIRED PLAYERS.



'APEMAN' MORGAN SLAMS IT INTO THE BASKET FOR TWO.



THE PLAYERS OFTEN JUMP MILES INTO THE AIR TO PERFORM AMAZING DUNKS.



## Keys



## Combos

Tap A twice: Spin Dribble  
A + Yellow Right: Turbo-Pass/Push  
A + Yellow Down: Slamdunk

## Rating

## Graphics



## Audio



## Gameplay



## Lasting Challenge



## Overall



## Summing up:

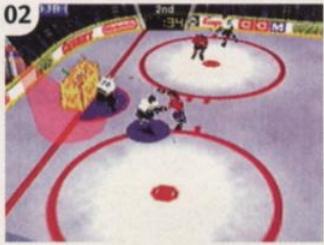
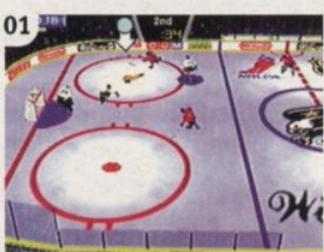
A FUN BUT UTTERLY SHALLOW ARCADE CONVERSION. REAL BASKETBALL FANS SHOULD WAIT FOR SOMETHING BETTER.



## \$64,000 Question

- THE ANALOGUE CONTROLLER IS THE KEY TO GRETZKY'S SUCCESS.
- SPEED AND SMOOTHNESS OF ANIMATION ARE N64 TRAITS.
- PLAYERS ARE A BIT BLAND AND SO'S THE RINK.
- NO REAL STEP FORWARD HERE.

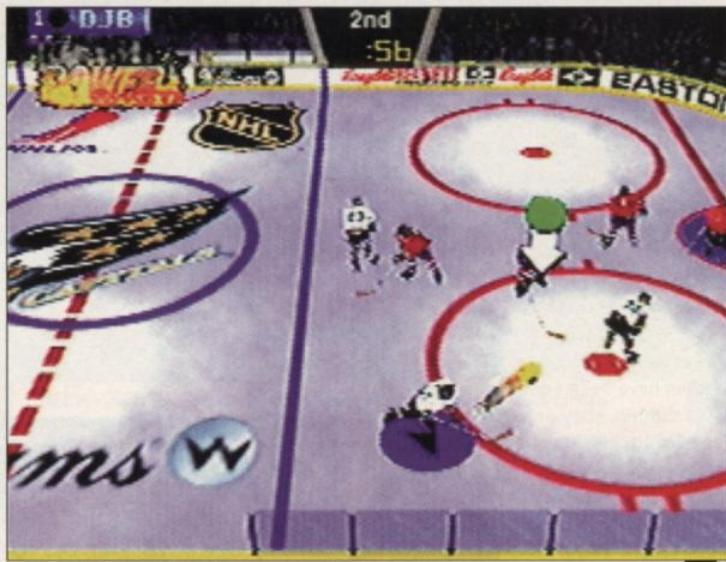
44



## BK Flamer

• THE POWER SHOT IS AVAILABLE AT ANY TIME BY PRESSING A COMBO OF TWO BUTTONS, AND IT CERTAINLY MAKES FOR SOME IMPRESSIVE GOALS. HERE, WE SEE A POWER SHOT TURNING THE GOAL INTO A MASS OF FLAMES, AND TO COMPLETE THE EFFECT, YOU EVEN GET A FIRE TRUCK DRIVING ALONG THE TOP OF THE SCREEN AND A 'HONK, HONK' FROM ITS HORN.

## WAYNE GRETZKY 3D HOCKEY



THE GRAPHICS IN 3D HOCKEY DON'T EXACTLY PUSH THE CAPABILITIES OF THE N64. HERE A PLAYER ATTEMPTS A POWER SHOT.



**YOU HAVE TO ADMIT THAT**  
Miyamoto bloke is a bloody genius! After all, it was he who came up with the N64's pad, and so it is he we should thank for allowing control systems like the one in *Wayne Gretzky 3D Hockey* to be possible.

## Memory Options



**MEMORY:**  
STORES GAME WINS AND STATS

**CONTROLLER PAK:**  
CAN STORE ENTIRE TEAMS AND FULL STATS

Things start well with crisp presentation, plenty of options to alter the rules, camera angles, and every American team, division and player. You also get arcade mode, different seasons, and a neat practice option, which allows you to perfect only the aspects of the game where you are weak.

The first thing to sort out is the fine tuning your camera angle. *3D Hockey* gives you seven to choose from, which are all variants of either side-on, or overhead. Personally we prefer

the overhead view because you see more of the rink and its doesn't favour either side for avenues of attack.

The Nintendo 64 certainly has this graphics thang sorted though, and while not overly lavish, *3D Hockey* is still well drawn and coloured. Every player is a detailed texture mapped polygon creation who skates with aplomb, cheers, trips, pushes, collapses and fights just a human. The game is also packed with cool visual effects like the pulsing arena lights, crowd action and sensational moments, like when your powered-up shot turns the goal into a raging inferno!

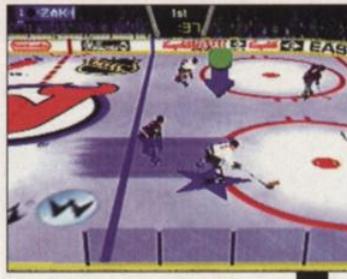
Sound is top notch too, with full in-game commentary (see, it can be done properly on a mere cartridge), and loads of realistic effects – the sound of skates cutting up the ice, klaxons, cheers, whistles – making *3D Hockey* an entertaining prospect from beginning to end.

The moment the puck hits the ice though *3D Hockey* shifts up a gear and you begin to realise just how well programmed and playable it is. Although there are many controls, including passing, shooting, checking

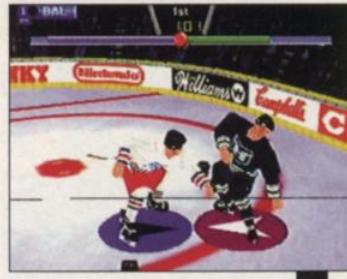
**The analogue stick is a marvel for game**



GOALS ARE CELEBRATED QUICKLY, BUT IN THE BRIEF SECONDS YOU GET BELLS, WHISTLES, KLAXONS AND SMUG PLAYERS WAIVING THEIR ARMS ABOUT.



ONE TOUCH OF THE YELLOW DOWN BUTTON GIVES YOUR ACTIVE PLAYER A QUICK BURST OF TURBO SPEED. USEFUL FOR GOAL ATTACKS OR NIPPING IN AND TACKLING PLAYERS.



THE FIGHTS IN GRETZKY ARE EXCELLENT, WITH A WIDE RANGE OF MOVES AND A HEAVY 'THUD' SOUND WHEN YOUR FISTS MAKE CONTACT. NO BLOWD THOUGH, WHICH IS A SHAME...

# Wayne Gretsky's 3D Hockey

# KY'S HOCKEY

UNBEATABLE four player ACTION on the N64!



THE CLOSE UP CAMERA VIEW LETS YOU GET RIGHT INTO THE ACTION AND YOU CAN SEE JUST HOW WELL TEXTURED THE PLAYERS ARE. RIGHT DOWN TO THEIR SIX O'CLOCK SHADOWS.

and a nifty power shot, the N64 pad means they are all instantly available and so there's none of the initial annoyance or clumsy lack of control. The power shot, for example, is accessed by holding down the A and

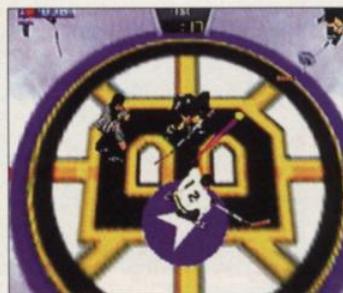
Yellow Down button for a couple of seconds, and

because you are resting your right thumb there anyway, it's an instinctive response which is always on tap. Checking is a little more difficult though, because in the heat of a goal scramble you tend to batter all four Yellow buttons trying to strike the right one.

The analogue stick is a marvel for games like this, and it makes short work of spinning and skating around the rink at high speed. Also, because it has very little friction, you can waggle it from side to side very quickly whilst hurtling towards the



ONE OF THE GREAT THINGS ABOUT THE ANALOGUE STICK IS THAT YOU CAN SLINK IN TOWARDS THE GOAL, AND THEN WITH A DEFT FLICK, THE PUCK IS SENT IN THE OPPOSITE DIRECTION, COMPLETELY FOOLING THE GOALIE.



THE AIM OF THE FACE OFF IS TO FLICK THE PUCK WHICH IS DROPPED BY THE REFEREE TO YOUR PLAYERS AND INSTANTLY GAIN THE UPPER HAND OVER YOUR OPPONENT. THE PUCK IS HIGHLIGHTED WITH A SPEED BLUR, WHICH IS NICE.

goal, and this often out-foxes the goalie. It also means that any gap in your opponent's defence can be exploited in a split second with unnerving accuracy.

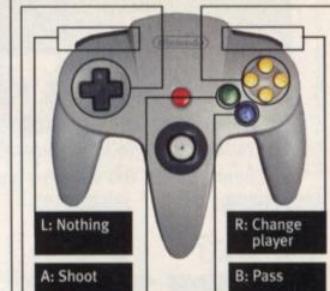
Sadly there are faults, but they are more to do with long term play than instant appeal. Biggest is the fact that two players working as a team cannot enter any of the tournaments. This is a shame because having created a dynamic duo, the next step is to take on the world. 'Fraid not. Also, the replay mode only works from a face-off onwards and so you cannot see many of your incredible goals again.

Overall *Wayne Gretsky's 3D Hockey* is an infinitely playable sports game which offers unparalleled four player action, but it could have looked to the 16-bit games for some of the missed features.

Wayne Gretsky was supplied by Skill Academy (0181) 5679174. Many thanks.

**64** THE BOTTOM LINE magazine

## Keys



Yellow Up: Hook \* Yellow Right: Trip \*  
Yellow Left: Check \* Yellow Down: Turbo

D-Pad: Not used Z: fire

## Combos

A+Yellow Down: power shot

## Rating

## Graphics



## Audio



## Gameplay



## Lasting Challenge



## Overall

84

### Summing up:

SUPERB MULTI-PLAYER FUN, BUT THERE COULD HAVE BEEN MORE LONG TERM FEATURES TO BACK IT UP!



### MORE KOMBAT & KOMBAT CHEATS

During the Story, press the following button sequence VERY QUICKLY: Yellow Up, Yellow Right, Yellow Down, A, B, B, B, A, A. If the cheat has worked, you will hear a voice. You will now have access to the following, additional options...

#### BLUE ?



Go to the option screen and select this new Blue '?'. Inside you'll be able to activate the level select, disable throws, activate unlimited runs, switch on 'Bloody Kombat', AND select two brand new characters, Human Smoke and Khameleon!

#### RED ?



Go to the option screen and select this new Red '?' to enable 'Free Play', switch off the fatality time (very handy), turn off the collision boxes and have one-round bouts.

### Outworld Cheats

• THERE ARE MANY HIDDEN SECRETS TUCKED AWAY WITHIN THIS GAME FOR SKILLED GAMERS TO FATHOM. HERE ARE A FEW EXAMPLES...

### Time to Die!

Now there are more ways than ever to finish off your opponent.

Here's how in full...



### FATALITY

Each character has two personal 'Fatalities' which they can perform at the end of the bouts. Some are new, some are old. Either way they should bring a coy smile to your sadistic features

### STAGE FATALITY

As well as the two standard death moves that each character possesses, there are also communal death moves that can be performed on specific stages. Although it varies from character to character how to perform them.



POOR JADE SUFFERS A GRIZZLY DEATH AT THE HANDS OF THE ORIGINAL COIN-OP – WE KNOW EXACTLY HOW SHE FEELS!



NOW THAT WE'RE ON THE SUBJECT OF SIMILARITIES, WHO REMEMBERS ODD JOB FROM GOLDFINGER?

# MORTAL KOMBAT

### Ninformation



Cartridges

8 MB

Memory

YES

Publisher: GT Interactive  
Developer: Midway

Game Type: Beat-'em-up  
Version Reviewed: US

Release Date: Out Now (import)  
Price: £69.99

With every **NEW** system comes yet another Mortal Kombat game. God **HELP** us!



Talk about overkill! *Mortal Kombat* should really have died several years ago to retain any ounce of credibility. Instead it wipes down the dust and appears on yet another new format. Please somebody, give this game a lethal injection – it's long overdue!

The original was never really a classic. Think about it. The unconvincing digitised characters were hopeless (they only had about four moves each) and it required absolutely no skill to play. The only talking point were the finishing moves, which the programmers capitalised on to sickening effect in the sequels.

*MK2* was brilliant. It had just the right amount of characters, moves,

locations and secrets to make it both fun to play and well worth coming back to. Then there was *MK3* – and that is where things started to go horribly wrong. The amount of press this game received right from the time that development started meant that by the time the finished game arrived on the streets, you felt as if you already knew it inside and out...

None of the new characters were exciting (apart from that four-armed mother), and it just felt like the same old game given a bit of a tune-up.

### Memory Options

MEMORY:  
NONE.

CONTROLLER PAK:  
NONE.



Tobias and Boon (the two blokes responsible for the series) tried to be clever and wasted much thought on a new combo system which was just laughable on a 2-D fighting game such as this – especially as *Tekken* was already wooing gamers the world over. So where could you go from there?

### GET OVER HERE

Well, to the N64 obviously – a simple re-hash of everything you've ever seen

We didn't buy an N64 just

# Mortal Kombat Trilogy

## BABALITY

In a similar vein to the 'Friendships,' you can humiliate your opponent by transforming them into googling babies. Ahh, coochy-coo!



## ANIMALITY

By awarding your opponent with a sniff of extra energy via a 'Mercy,' you can finish them off in spectacular fashion by transforming into a crazed animal and chomping them to slivers!



Despite being hideously dated, *MK Trilogy* isn't with some nice effects, take Liu Kang's demonic fireball for example.

## FRIENDSHIP

On a lighter note, if you feel pity for your opponent and so wish to cheer them up after their dismal loss, you can perform one of this amusing finishing moves.



## NEW! BRUTALITY

This is new to the Trilogy game and consists of you rapidly executing a deadly combo move to pummel your opponent to death. They are tricky to learn and can only be executed when your 'Aggressor' meter is full.



INFAMOUS SHADOW-MAN, NOOB SAIBOT, IS ACTUALLY THE GAME'S CREATORS, TOBIAS AND BOON SPELT BACKWARDS. HE STARTED LIFE AS A RUMOUR IN MK2, BUT NEVER ACTUALLY EXISTED UNTIL MK3. FASCINATING.



IT'S GOOD THAT SOME THINGS ARE ALWAYS CONSISTENT, AND THE OODLES OF OVER-THE-TOP KETCHUP ARE WHAT MADE THIS GAME INTERESTING IN THE FIRST PLACE. WHERE WOULD IT BE WITHOUT THAT?

# T TRILOGY

in *Mortal Kombat*, spliced together in one game, namely *MK Trilogy*. The result is inevitable... an out-of-date beat-'em-up with more characters and moves than you'll ever have the patience or perseverance to master.

So why is *MK Trilogy* such a failure? This is hard to define. Put it this way, after half an hour of playing it, this reviewer quite literally couldn't bear another second of such dull, repetitive drivel. We've done, seen it, and turned it off many, many times before, and we didn't buy



an N64 just to play this retro pap! In its favour, some may argue that you get a decent deal, what with 26 initial characters plus hidden ones. Yes, it is a lot, but you'll find that once you've mastered two or three, the rest are just the same, except that they spit slime instead of fire and use four arms instead of two. Then of course there are the now notorious finishing moves - the Fatalities, Babalities, Animalities, Friendships and the all-new Brutalities. Each of these requires the usual amount of precision timing and positioning to pull-off, but once executed

should at least bring a wry smile to your face.

The Brutalities are a new feature for the Trilogy version that can only be accessed once you've filled your 'Aggressor' meter. This is beefed-up every time you execute a connecting blow onto your opponent. Fill it up and you can quite literally pummel them into a pile of bones. Great fun.

Obviously, there isn't much beat-'em-up competition around to contend with on the good old N of 64 - apart from *Killer Instinct Gold*, which is pretty much the same kettle of fish, albeit slightly modernised so that at least it doesn't look quite so much of an embarrassment.

*Mortal Kombat Trilogy* is playable - just, but do we really want something that has been flogged to death as often as this on our shiny new 64-bit system? Give your wallet a break and give this a wide berth. There will be more impressive things later in the year.

R64

## THE BOTTOM LINE

### Keys



### Combos

It's full of them. Simply tap the attack buttons in quick succession and you should get something pretty useful out of it!

### Rating

### Graphics



### Audio



### Gameplay



### Lasting Challenge



### Overall

62

#### Summing up:

OLD HAT, SHOULD BE LAID TO REST ONCE AND FOR ALL TO PROTECT THE NEXT GENERATION OF VIDEO GAME PLAYERS.



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50



## DOOM 64

### LEVEL PASSWORDS

CB92 NBPL SYL? JO27 – The Terraformer  
 CYCC MGPK X47G TS2B – Holding Area  
 BXYH ?G41 6Z4J PJ?Z – Main

## WAYNE GRETSKY'S 3D HOCKEY

### HOT NEW TEAMS

Select Set-up right from the main menu and in the options screen, hold down the Left shoulder button and press the following Yellow buttons: Right, Left, Left, Right, Left, Left, Right, Left and Left. A 16 digit code will appear and four new teams will now be available.

### ALTER PLAYER SIZES

In the options screen, press and hold the Yellow top button and press the Right shoulder button to display a 16 digit code. Change the digits using the Yellow buttons and you will alter the legs, bodies and heads of all subsequent players.



### INVISIBLE PLAYERS

Pause the game during the face off and select the Replay mode. Use the Left shoulder button to choose a team member, and then press the Right Shoulder button to select an opponent. When flashing, press Z and they will turn invisible.

Engineering  
 CF3? PG6D S12Z PFKB – Tech Centre  
 BBXW HLGS XB8F 4RKB – Research Lab  
 BXRO TH1F 52GG 7W?B – Alpha Quadrant  
 FV9 FL55 QGFV DWJB – Final Outpost  
 FFLB MQ6C VV1C PF1B – Even Simpler

## MORTAL KOMBAT TRILOGY

### RANDOM CHARACTER

On the character select screen, put the cursor over Noob Saibot and press Up and Start simultaneously for a completely random selection.

### CHOOSE BATTLE ARENA

On the character select screen, highlight Sonya and press Up and Start. An earthquake will occur and then you will be able to select the course.

### PLAY AS MOTARO

On Jade's Desert, Wasteland or Kahn's Tower, press and hold the analogue stick left and then press A and the Yellow top button before the match begins. Your fighter should explode and Motaro will replace him.

### PLAY AS SHAO KAHN

On the Rooftop or Pit 3, press Down on the analogue stick and press A and B before the start of the bout. Shao Kahn will appear.

## WAVE RACE 64

### DIFFERENT COLOURED JETSKIS

On the jetski selection screen, press Up on the analogue stick to change the colour and A to select it.

### RIDE THE DOLPHIN

In the Stunt Mode, choose to visit Dolphin Park and ride the rings using the following special moves:  
 Handstand Backwards  
 Riding Standing  
 Somersault  
 Single Flip  
 Dive  
 Sideways Roll (in both directions)  
 If you do all these in the correct order, the dolphin will squeak. Now go to the Championship mode, normal and warm up, and press Down on the analogue stick and press A to get the dolphin.

## J LEAGUE PERFECT STRIKER

### HIDDEN TEAMS

To get the two extra teams hidden for only the best players, go to the title screen and press the following: Up, L, Up, L, Down, L, Down, L, Left, R, Right, R, Left, R, Right, R, B, A. Now press Start and hold down Z.

### HUGE HEAD PLAYERS

On the title screen press: Yellow top, Yellow top, Yellow down, Yellow down, Yellow left, Yellow right, Yellow left, Yellow right, B, A and then press Start and hold down Z.

## SHADOWS OF THE EMPIRE

### END SEQUENCE

End your name as \_Credits (a space before the first C). When you begin the game, you will be taken to the end sequence.



## KILLER INSTINCT GOLD

### OPEN ALL OPTIONS

Press Z, B, A, L, A, Z on the character profiles screen. If you've done it correctly, you'll hear someone say "Perfect."

### ALL CHARACTER COLOURS

To get all training colours at once, wait for the profiles to come up and press: Z, B, A, Z, A, L. You'll hear "Welcome" if you've done it right.

### PLAY AS GARGOS

Wait until the character profiles appear and press: Z, A, R, Z, A, B. Gargos will laugh if it's worked.

### FINAL CREDITS

When the character profiles appear, press: Z, L, A, Z, A, R.



## TUROK DINOSAUR HUNTER

### FULL CHEATS LIST!

Enter the following in the cheat menu helpfully provided in the game.

DNCHN – Dana mode, gives you tiny enemies.

DLKTDR – Pen and Ink mode, turns everything into sketches.

SNFFRR – Disco mode – you figure it out!

THB8T – Gallery mode – lets you view all the characters.

CMGTSMMGGS – All weapons.

BLLTSRRFRND – Infinite ammo

FRTHSTHTRLSCK – Unlimited lives.

THSSLKSC – Spirit mode all the time.

GRGCHN – Greg mode – loads of weird stuff!

FDTHMGS – Credits.

RBN5MTH – Robin mode, infinite everything, invincibility.

# SHADOWS OF THE EMPIRE



**IN ISSUE ONE OF 64 MAGAZINE,** we ran through comprehensive play guides for every level of this fabulous *Star Wars* licence, as well as explaining everything from the weapons to the power-ups. Now, in response to huge demand, we present the first part of an exhaustive location guide to all 84 challenge points hidden throughout the game (not including the three CPs earned in Hoth by toppling the walkers), and how to get at them. Plus detailed boss guides so that you can finally tell your friends you've finished *Shadows* properly, and get yourself access to all those cool game secrets...

## Escape from Echo Base

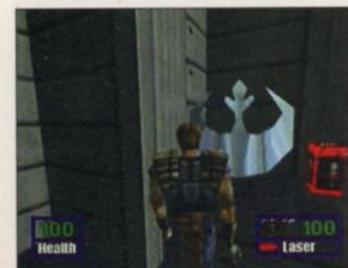
(10 CHALLENGE POINTS)



### CHALLENGE POINT 01

Past the snowspeeders in the first hanger, a second larger hanger is packed with snowtroopers and a fleeing Millennium Falcon. Polish off the soldiers and shoot all the crates to collect power-ups and health.

Turn back to where you entered the hanger as the Falcon escaped, and take the tunnel on your right, blasting snowtroopers until you arrive at a door. Throw the switch and run through blasting, as there's an ambush squad directly behind the door. This is the medical room, recognisable by the cylinder of red



bacta fluid. Opposite the bacta tank there's a panel to a secret room. In here, you'll find the first challenge point and a full health pack.



### CHALLENGE POINT 02

Exit the bacta room through the far back door and go through the corridor. You can detour into the room on your left if you wish to shoot up the Wampas (don't let them escape and wander around), but otherwise, continue down the corridor until you come to another room on your right blocked by crates. Shoot away all the crates and you'll reveal a tiny room where you'll find a Wampa, the second challenge point and some 20-point health packs.

### CHALLENGE POINT 03

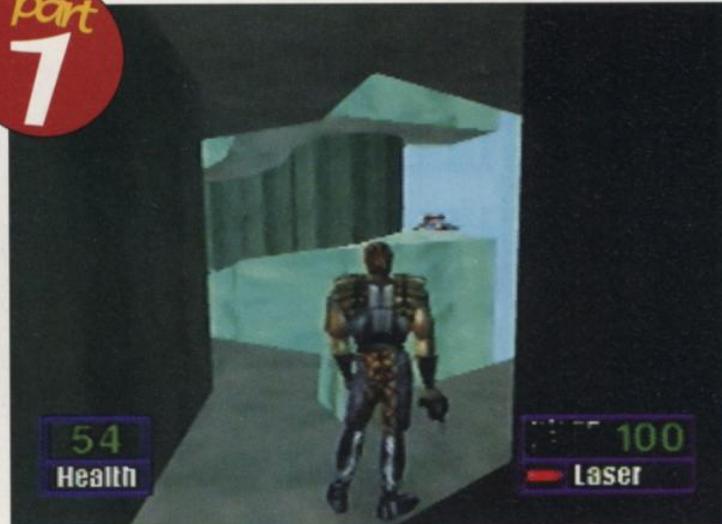
Get back into the corridor you've been exploring, continue down it, veering right until you arrive at a massive bridge which leads into the main intelligence complex. There are plenty of snowtroopers and probots guarding the bridge, and if you don't want to use your seekers yet (they're best saved for later), your best tactic is to run for them with blaster drawn, as even on the highest skill level you're a difficult target to hit when running. When the gunfight's ended, and before crossing the bridge, edge towards the far right side of the ledge to collect the third challenge point and a seeker ammo pack.

### CHALLENGE POINT 04

Move across the bridge, veer left carefully negotiating the narrow cliff edge, gently nudging the analogue stick so that Dash just tip-toes, and you'll enter a cave guarded by probots and snowtroopers. Follow it through to the right and you'll discover the fifth challenge point.

If you're getting shot at whilst edging about, don't push into a sprint and start dashing about. Remember,

**part**  
**1**



it's better to lose a bit of energy taking hits than losing a whole life through falling off the ledges. The hovering probots and snowtroopers shooting from high ledges force you to master the trick of holding the Z-button to 'track' your blaster fire horizontally and vertically.

### CHALLENGE POINT 05

Go back along the ledge veering right to cross the main chasm until you arrive at a tunnel. At the end of the tunnel there's a large circular lift which you should enter, as this ascends to the higher level of the administration zone. Exit the lift and you'll find yourself in a massive room with enormous, static gear shafts (which will be activated when you find the back up generator). Follow the inside circle of the right gear shaft until you find the fifth challenge point at the back right.

### CHALLENGE POINT 06

Return to the doorway where you entered. A flight of metal stairs lead onto a huge section of scaffolding, patrolled heavily again by snowtroopers and probots. Where the catwalk divides left and right, there's an opening which you can run and jump towards, to collect the sixth challenge point, and a welcome 20 point health bonus.

### CHALLENGE POINT 07

Jump back onto the catwalk, and follow it around 180° until you reach a switch-activated lift that is



opposite and behind the room you've just got a challenge point from. Instead of taking the lift, first follow the catwalk away from the elevator, that extends between two of the six gear shafts. Halfway between these two shafts, jump onto the right gear shaft, and follow it around until you locate challenge point seven. You'll also come across an extra life, 20 point health pack and seeker ammo pack.

### CHALLENGE POINT 08

Walk back around the shaft until you can see the next cog shaft, across the stair gantry. Jump



over onto this shaft, veer right and you'll find challenge point eight and an extra life. Carefully negotiate your way back to the main stairway by jumping up the concentric walls that circle around this cog.



#### CHALLENGE POINT 09

Follow the gantry back to the switch activated elevator. This leads up to the generator control room, so get the weapon selected you want to use, and as soon as the door opens, run in blasting. You'll see six switches, in two sets of three in the centre of the room, but ignore these until you've wasted all the occupants. Then activate all the switches to get the base generator running again. Leebo will tell you that it's time to get to the Outrider.

Take the lift back down to the stairway, and the far opposite door which was previously sealed will now be open, leading into a corridor and on to an ice tunnel. As you enter, the ground will start shaking with an aftershock, and a snowtrooper at the far end of the corridor will start firing. Stay still, on the right side of the corridor, and take him out. The corridor will split, and a chasm will slowly start opening right through the middle of the corridor. Look to your immediate left, and the ninth challenge point will appear from the crumbling ice. Grab it,



then run and jump back to the right side, where an extra life will also have become visible. Now sprint down the right side of the corridor (which is getting perilously narrow) and at the last second, jump to the doorway.

Take the lift up and you'll enter the hanger guarded by an AT-ST.

#### CHALLENGE POINT 10

When the AT-ST is defeated, a previously locked door will be opened. Moving along the corridor, scattered with snowtroopers, you'll see a juncture leading right blocked by crates. Destroy these to enter a cave, and be prepared to dispatch a rogue Wampa. You'll see challenge point ten across a fairly wide chasm. Take your time (remembering not to steer wildly whilst in mid-air) and run and jump to collect your final reward.

Turn back into the main corridor, and prepare yourself for the final skirmish. At the end of the corridor, you'll enter

the Outrider's hanger, but three snowtroopers are ready and waiting at the entrance hatch. They're far enough away that you can take them in a running attack with little chance of taking damage yourself, but it's not over once you get aboard your ship. Make for the cockpit at speed, shooting, and you'll dispatch the last snowtrooper who's waiting to catch you unawares.

#### ECHO BASE END LEVEL BOSS - AT-ST

Whilst the AT-ST packs a tremendous punch, with rapid firing, powerful front-mounted blasters, it does have an Achilles heel: its belly. If you circle and attack from a distance, it can easily match your movement and keep hammering you. The key is to overcome your fear (as Yoda might say) and head straight for its legs. If you keep pace and stay directly beneath the chicken walker, you'll stay out of range of its blasters, and can blast away at its unprotected belly. Using your blaster, you can wear it down in a couple of minutes, but if you've plenty of seekers, you might want to indulge yourself. Although the AT-ST, like all the bosses, can jam your seekers, preventing you from targeting from afar, if you just shoot missiles at point blank range (remembering to turn the seeker-cam off in your main menu) you can destroy the machine in three or four shots.

Alternatively, you can make use of one of the exceedingly rare invulnerability shields, which is located on the narrow gantry running along the wall of the hanger (reached by climbing up the crates).

The same method of dispatching the AT-ST can be employed midway through Gall Spaceport.



## Asteroid field

### (6 CHALLENGE POINTS)

#### CHALLENGE POINTS 01-06

Six asteroids contain the six challenge points, and it takes an eagle eye to spot them all.

Challenge point asteroids are red, which might seem a give-away, but they tend to hover and spin behind larger, neutral rocks, and often you'll only see the tip of a red asteroid. This makes debris clearing essential. Even non-threatening asteroids need to be pulverised to ensure a clear view, and you must also keep circling through your entire field of vision, since challenge point asteroids don't hover around indefinitely. If you don't spot each one within thirty seconds of it arriving on the starfield, it will be out of vision (and range) for good. Blasting the challenge point asteroids from afar, they'll take almost 20 hits from your lasers, but if you catch one close up with a missile, it'll shatter with one hit.



The key to getting all six challenge points is in methodical searching of the horizon, accurate and sustained clearing of all asteroids and immediate destruction of any mines, whilst, of course, taking out all the TIE fighters and bombers. On easy skill setting, fatal damage is difficult to achieve, so ineffectual are the enemy blasters. But spotting those elusive six red asteroids is still tricky, and on high skill levels, the Imperial ships deliver a punishing attack. And finally, don't weaken an asteroid with a few laser blasts then come back to it later: they regenerate after a few seconds.



## Ord Mantell junkyard

(12 CHALLENGE POINTS)

CHALLENGE POINT 01-03



The first three challenge points are all grouped within a few hundred meters of each other. Ducking and jumping overhangs and bridges, they appear in the centre, the left and then the right. They're all tricky to spot against the dirty orange sky, and if you miss one, you'll have to either ditch a life to start again, or restart, returning to your save position number of lives.

CHALLENGE POINT 04

After you've passed the red force fields, which should simply be shot from a distance to deactivate, a boxcar guarded by an assassin droid will pull up on your left. Shoot the droid through the open side hatch, then run and jump across, and collect challenge point four.

CHALLENGE POINT 05

Run forwards through the hatch, and jump to the attached flatbed to pick up an extra life. Another flatbed will appear, which you should jump to immediately, before your current track runs out. Another life will appear on a parallel flatbed for a



short while if you fancy taking the chance. When you see the gigantic opening of a tunnel appear over the horizon, keep your eyes trained for challenge point five, floating in the middle of the air slightly above you.



CHALLENGE POINT 06

Once you've passed through the mysterious, sprawling tunnel, another train will approach from the left and behind, gradually drawing parallel. Get on board fast, and you'll find challenge point six floating above a train guard. Your next train connection will not be available indefinitely, so move quickly for the following two challenge points.



CHALLENGE POINT 07

Jump into the next boxcar and climb onto the roof, where you'll have already seen challenge point seven. Carefully negotiate the narrow ledge to collect it.

CHALLENGE POINT 08

Onto the final boxcar, and challenge point eight is guarded by another stick wielding thug.

CHALLENGE POINT 09

You'll pass through another large complex, and then a flatbed pulled by an engine will pull up, with another guard on it. Kill the guard, and make a

which you can jump up to gain access to the topside of the Outrider, where challenge point one is tucked away.

CHALLENGE POINT 02

Get your blaster ready, and sprint around the first corner into the valley, blasting at the probot (ascending from the central gully) and the

running jump for the right side of the engine compartment. Scoot round to collect challenge point nine. Then edge your way around to the left side, and wait for the train to catch up with the final flatbed. Shoot the guard, jump on board then take a breather as the cut scene shows the junkyard's gates being blasted open.

door quickly and you should be able to get out of each one without taking too much damage.

ORD MANTELL END LEVEL

Boss - IG-88

After the relatively dumb AT-ST boss, IG-88 comes as something of a shock. Not only is he formidably

armed with lasers and a flamethrower, he's also very nimble, and quite happy leap to massive heights or give chase at high speed.

The only advantage you have over this bounty hunter, is his incessant, electronic chatter, as he squeals noisily wherever he is. In the dank chaos of the junkyard, where he's well camouflaged, his noisiness provides your best clue to his location.

Once you've collected the challenge points, and presuming you've squandered the invulnerability charge, your best chance is to hide out on one of the uppermost gantries running along the left and right sides of the junkyard, so he can't attack from above or behind. Your own flamethrower and blaster are pretty ineffective, although the blaster's handy for long distance weakening, but when he appears (and inevitably rants for a few seconds before attacking) run straight up to him and slam some seekers into his chest at point blank range (making sure the seeker cam is off) then run like hell. If you're quick enough, you might kill him with three or four hits, if not, run to the opposite gantry and repeat the process. If you're feeling particularly confident, you can try and stalk him with your blaster, wearing him down gradually, but it's so easy to lose him for a few seconds then be the victim of a surprise attack yourself (which can take a life in a few seconds) that such stealth tactics invariably fail.



CHALLENGE POINT 10

When you get off the train on the left side, take the hatch at the far left that leads up to the main junkyard. At the top of an inelegant pyramid of rubbish, accessible by a plank, you'll see challenge point ten. It's incredibly tricky to negotiate this narrow, highly exposed ledge with IG-88 giving chase, but you must collect the challenge points before you overcome the bounty hunter, as once he's been defeated, the game automatically runs to the next section of the story.

If you jump up to the ledges on the far left of the garbage pit, you'll find a flame-thrower ammo pack. You'll also come across several health packs scattered around this area, so take the time to shake off IG-88 and get your health up to maximum.

CHALLENGE POINT 11-12

On the other side of the track a series of ladders and concentric ramps lead up to two black cauldrons. The one on the right has an invulnerability shield (on easy mode), both contain challenge points, and both contain molten lava, which saps your energy as soon as you fall in. Drop down and grab the point from each, open the

stormtrooper running in from your right. Take out the gun emplacement and soldier on the far overhang. Run and jump to the left ledge, and follow it around the overhang you've already cleared, take this across, then follow the path up and left, taking out the probot and soldiers, and following the narrow ledge along the cliff face. Along

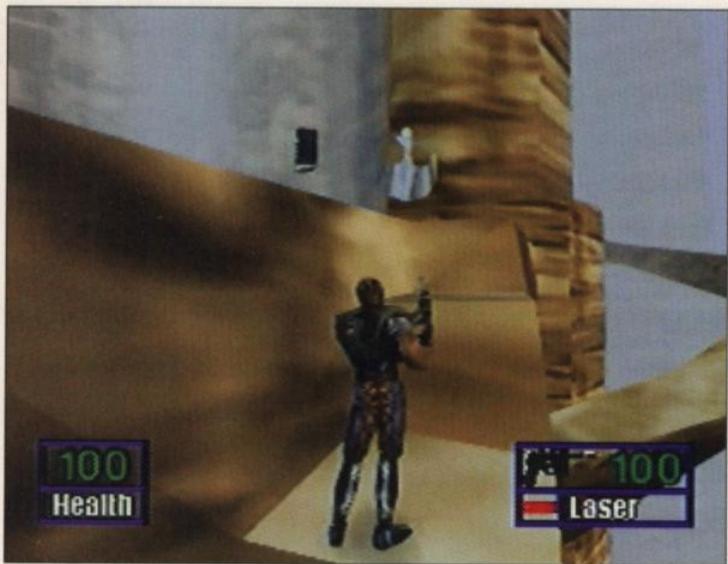


## Gall spaceport

(15 CHALLENGE POINTS)

CHALLENGE POINT 01

Whilst it's tempting to hide out in the retrofitted interior of the Outrider, Leedo practically throws you out, but the first challenge point is simple enough. There's a small rock formation just at the rear of your ship,



54

this path, you'll come across a sand Wampa lurking in a cave (ignore unless you need the energy packs, and if so, use the flamethower), a couple of big jumps to negotiate patrolled by probots (use seekers) until you come to a long, narrow ledge leading over to challenge point two, patrolled again by stormtroopers and probots. Don't rush over, instead, use seekers or your blaster to clean up from afar. Then run forward until you enter the tiny cave, and be ready to take out another two probots. At the far end of the ledge is a health kit. Turn round and carefully jump up the ledges on the right (use the overhead view) to reach the challenge point, and use the same route to get back down. Don't be tempted to jump across and down because the perspective is misleading, and even you don't fall down the chasm, you'll lose some precious energy.



#### CHALLENGE POINT 03

Return to the ledge along the cliff face, and push on, using seekers to take out the commandos, until you reach the stormtrooper guarded entrance to the Imperial base. Activate the door and storm the first room, using seekers to take out the two gun emplacements. Work your

way up the base with the lifts (make sure to keep looking up to spot waiting stormtroopers) until you reach the exterior, where another blast door leads into the top portion of the base. Take the hover lift across the isolated control panel, activate the switch and now the blast doors will open. Get back across on the lift quickly (if you fall, collect the health kits and take the lift back up, repeating the procedure) and rush into the new portion of the complex, blasting the troopers and seeker droids. An elevator leads you higher, and when you reach a long gantry across a huge, mist filled chasm, you'll see challenge point three. Although it's possible to run and jump for it from above, landing on a lower platform, it's more prudent to come back here when you've got the jetpack, to avoid risking lives. If you do wait until you've got the jetpack, you'll also be able to collect the extra life that's floating below the challenge point, in an otherwise inaccessible area.

#### CHALLENGE POINT 04

Keep pushing on until you reach an open set of blast doors. An enormous control tower looms outside. Take the lift at the foot of the tower and ride up, prepared to take out the commando that lurks in the uppermost room. Log into the computer terminal, which will reveal Fett's location, then take the door onto the exterior ledge, where you'll find the jetpack. Use this to fly up to the very top of the tower, where you'll find a welcome selection of power-ups, along with challenge point four. Then go back for challenge point three.

#### CHALLENGE POINT 05

From this vantage point, looking across the range of buttes scattered through the canyon, you should be able to see challenge point five glittering on the far right. If you can't spot it, fly over to the first, low butte to familiarise yourself with it, then go back to the top of the complex. Jetting to this challenge point will demand all of your jetpack energy, so take a running jump from the very edge of the complex tower, then power up your jetpack when you're at the highest point of your jump arc. Mid-air, select the first-person view, and concentrate on not waggling at all. Keep powering quick bursts of fuel to maintain a steady height, and make minimal adjustments to your direction so that you're straight on the challenge point. It really is a matter of seconds between reaching the challenge point and your jetpack kicking out, but don't panic and over steer for it, just try and gently drop 'through' it. Now you'll be in free fall, and if you spin out for more than three seconds, the game will cut in a death sequence, so carefully switch the jetpack on and off, to bleed the first few drops of recharging fuel, to stutter and scrabble to the butte below and to the right of the cliff face. Be prepared to sacrifice a life for this, the most tricky of challenge points.



#### CHALLENGE POINT 06

Jetpack along the rest of the buttes, until you see the blast door in the far right wall. Take out this soldier with your seeker, then jet over and open the door. From here, there is no backwards access to the level previously explored, so if you haven't collected the first five challenge points by now, go back and get them.

Keep moving upwards, until you reach a skiff docked with your platform. Instead of riding the skiff out of the cave, jet directly downwards, beneath the skiff, gently powering up and down to float lower and lower, until you reach an alcove in the wall with more goodies and challenge point six.



#### CHALLENGE POINT 07

Jet back up to the skiff. Turn to face the exit of the cave, and jet towards it. When you reach it, stop, let your jetpack recharge to maximum, then fly up and left, to the ledge running opposite. Challenge point seven is along its ridge.



#### CHALLENGE POINT 08

Fly back to the skiff, activate its engine and let it take you to the next set of blast doors, taking out probots. These enormous hangar doors lead to the mid level boss, the AT-ST, but ignore that for now, and instead, look to the right side of the skiff, where you'll be able to make out another ridge at your height, jutting out of the cliff face. This is another exceptionally testing distance, so use the same technique of running and jumping, and flying in an absolutely straight line. Collect challenge point eight then jet back over the hanger.

#### CHALLENGE POINT 09

Before you can access the final portion of the base, you must defeat the AT-ST. Don't be tempted to engage in a thrilling, chase-me blast-'em-up, just run under its belly again and demolish it with seekers.

When the chicken walker crumples,



# Shadows of the Empire

the tower behind it will open at the top, revealing challenge point nine and some power-ups. Jet up to collect everything, and take out the stormtroopers that will appear from the stairway on the left.



## CHALLENGE POINT 10

Four switches circle the tower where you collected challenge point nine. Three of them open service hatches high in the wall behind you, which contain power-ups (and sentry droids) but all lead to end ends. Explore these avenues at your own discretion. The switch that faces the dead AT-STs start position opens the service hatch that leads through to the final set of hangars.

Move along the narrow, high gantries, using the overhead view to jump the slow-spinning blades and blasting the soldiers patrolling in the distance (seekers won't negotiate around the blades). You'll reach a long shaft leading down, with more blades rotating. Challenge point ten is hidden underneath the lowest blade, on the right of the shaft. The best way to get down is to fall past the first blade, then activate your jetpack and gently hover past the next two. When you reach the bottom, look up, and when the blades are passing, jet up and swipe the challenge point.

## CHALLENGE POINT 11

Push on and you'll come to a heavily patrolled, massive cave. Shoot everyone you can from the narrow entrance, ideally using seekers to take out soldiers hidden, then run and jump, jet packing to the centre to collect challenge point eleven.



## CHALLENGE POINT 12

On the floor of the cave, when you've dispatched everyone, take the time to jet up and around the edges of the cave, collecting the medi-packs. Now jet-pack back up to the cave entrance. From this vantage point, you can see a ledge that leads out of the cave, on the far right above you. Fly towards it, ready to shoot two commandos. Seekers aren't too reliable here, so be prepared to fly straight and blast. It's a long fly, so you can't afford to hover and pick them off. Follow the tunnel to another skiff, and activate it. After about a minute, the skiff will fly directly beneath challenge point. Jump for it (don't have a panic attack flashback to Ord Mantell!) and if you miss, just ride the skiff back.



## CHALLENGE POINT 13

Now it's getting really hot. The skiff will stop at hangar doors, and inside you'll find the gantries along the left and right side of the area packed with stormtroopers. Since these soldiers hide behind struts and girders, your seekers won't be guaranteed hits, so you're best running beneath one set of gantries, running left and right to shoot the soldiers on the opposite side, then switching sides to repeat the action. Activate the switch on the left wall to enter the next hangar, and use the same technique. Next to the far, closed blast doors, you'll see an Imperial shuttle. Inside the shuttle there's some power-ups guarded by a commando, and on top of the craft's tallest wing, you'll find challenge point thirteen.

## CHALLENGE POINT 14

Through the set of computer rooms, you'll find an elevator leading to the cylindrical hanger containing Slave 1. After the cut scene showing Boba Fett (see box-out) jetpack up to the top of the tower, and down to the base running around the outside. Don't worry about Fett, he won't follow you, instead, wander around the perimeter of the tower collecting the power-ups and the fourteenth challenge point.



## CHALLENGE POINT 15

Below the tower itself, you'll discover another platform, with an extra life and the final challenge point. After all that work, it's finally time to face Boba Fett and finish the level.

## GALL SPACEPORT END LEVEL BOSS – BOBA FETT/SLAVE 1

As with all the bosses, Fett can jam seekers unless you launch them face-to-face, so you'll have to rely on sharp shooting and cunning to demolish this boss, who's unquestionably the toughest the game has to offer, armed with seekers, blasters and a flamethrower.

The biggest problems with Fett are his blaster accuracy and manoeuvrability. He's also extremely intelligent. If you stay on the base of the landing pad, he'll soar high above with his jet-pack and pick you off, so it's essential you keep an eye on your fuel level and take the battle to him. Fly up to one of the many gantries that run around the interior of the cavern (which are littered with power-ups) and sharp shoot from afar, running and flying away as fast as possible



when Fett launches his own attack. If he gets close enough, he'll take a life from you in seconds, so cowardice is always prudent. If you keep whittling his energy down, running away and collecting health packs, you should be able to finish him off in a few minutes, but be sure to keep an eye on him at all times, and always stay above him. Unlike IG-88, Fett is a master of noiseless, deadly attacks, and if he swoops down firing, he'll continue to target you actually even if you run. The pulse cannon and flamethrower are both ineffective against the quick-witted bounty hunter, so don't be tempted to experiment with anything other than your blaster.

When you've given him a rough enough time, Fett disappears through the base of the landing pad, only to return with some better blasters, namely, those situated on the snout of his spaceship, Slave 1. Although the ship's cannons pack an almighty punch, it suffers from the lack of imagination of its pilot, circling slowly to track you, its dangerous front can be outrun, so you can shoot at its underbelly. Circling and shooting from a distance takes ages, and leaves you open to error, so select your seekers, and run straight underneath it, so you can slam it at point blank range to guarantee a quick end. If you time this attack too late, the ship will get around to annihilate you before you've had time to cripple it, so learn the pace of Slave 1, and time your run accordingly.

**Next Issue:** THE FINAL PART OF THIS EXHAUSTIVE GUIDE WILL BE REVEALED, INCLUDING THE FINAL SHOWDOWN WITH THE SKYHOOK!



# TUROK: DINOSAUR HUNTER

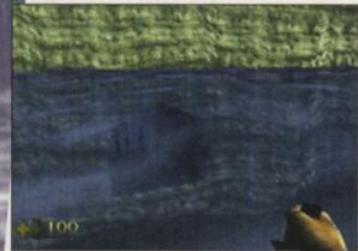
Welcome to the jungle! N64 magazine presents the complete unexpurgated solution to *Turok Dinosaur Hunter* from Acclaim. Every level, secret, key and Cronosepter piece! Look no further...



## Level 1

### PISTOL

The first thing you need to do on this level is pick up the automatic pistol and clips. If you look up to your left, when you are at the start of the wooden bridge, you'll see the pistol floating in the centre of a cave. To reach it, enter the water on the left-hand side of the bridge, follow the cliff-face along until you can see a cave entrance just beneath the surface. Dive in, enter the cave and follow the path until you reach the pistol.



THE TUNNEL UNDER THE WATER AT THE VERY START LEADS TO A PISTOL.

### 1ST LEVEL TWO KEY

Cross the wooden bridge, climb the wall with the green vines and continue straight ahead to collect the 1st Level Two Key.

To the east of the key is a huge wooden gate, with a switch lying on the ground, in front of it. Step on the switch to drop the gate.

### 2ND LEVEL TWO KEY

Heading east, through the now open gate you'll eventually be ambushed by a soldier hiding in a nook. Take him out and climb the vine-covered wall behind him. Pick up the 2nd Level Two Key and head back down.

### AUTOMATIC SHOTGUN

You will come across another of The Campaigner's soldiers hiding in ambush, soon after picking up the 2nd Level Two Key. The wall behind him



TAKE A RUN UP FROM HERE AND LEAP OFF THE EDGE TO REACH YOUR FIRST SHOTGUN.



SHOTGUN CARTOUCHES CAN BE FOUND JUST LEFT OF THE SHOTGUN ITSELF.

may not have any vines on it, but you can still climb it! At the top of this cliff, you'll find an automatic shotgun and shells. However, there's a Campaigner's Sergeant guarding this particular booty, so be careful.

### SHOTGUN

Head through the first checkpoint and you'll enter a clearing with what looks like a demolished house. Walk up the ledges, on either side of the clearing, and turn to face the rear of the building. Climb the ladder carefully until you reach the top. Slowly from one end of the wall to the other, picking up the ammo, and then do a running jump off the wall onto the shotgun floating in the air above you. Then it's just a simple matter of taking out the two Raptors that guard the teleport... easy, huh?

### CHECKPOINT TWO

After killing the couple of soldiers who attack you after exiting the teleporter you'll come to the end of a cliff-face. Falling off here won't kill you... you'll just get a little wet! What you need to do here is jump from pillar-to-pillar, collecting the lifeforce bonuses as you go, until you reach the second checkpoint. If you are having trouble getting the hang of jumping, turn on your in-built map, and aim to land the map's Turok-icon on the centre of each pillar-icon. This technique will save a lot of frustration and will also make your jumps more accurate.

### TEK ARROWS

Standing at the second checkpoint, take a running jump towards the vine-covered wall at the other end of the ravine. Then climb up to the top, picking up the lifeforce bonuses as you go. When you reach the top, you'll notice a quarrel of Tek arrows dangling in front of you. They are there for a very good reason. The instant you pick them up a Pur-lin will fall from the sky and immediately attack you. Before he knocks you back down the ravine, take him out with three well-aimed Tek arrows to the stomach.

# Turok: Dinosaur Hunter



TAKE OUT THE GUARDS NEAR THE FIRST SAVE POINT AND WATCH OUT FOR THE GAP!

## 1ST SAVE POINT

After killing the Pur-Lin, climb the platforms that appear behind him and follow the path until you reach a vine covered wall. Climb this wall, walk across the log path and jump onto the platform in front of you with the 1st save point. Head west onto the other log path and you'll come across two soldiers guarding some health and ammo. Head back to the save point, but this time take the north-facing log path. Obviously don't jump into the lava pool in this clearing as you'll end up chargrilled! Instead, for every soldier you kill in this area, a step conveniently pops up from the lava. Use these to make your way up to the second teleport.



GET PAST THIS GUY AND CLIMB THE VINES FOR THE FIRST LEVEL KEY ON LEVEL ONE.

## 3RD LEVEL TWO KEY

The teleporter will deposit you back to the area where you picked up your first key. This time, however, when you step on the switch in front of the teleporter, the wooden gate blocking the western path will open. Head down the path and climb the ladders on each platform until you come to a ledge, circling a central island. Now would be a good time to take out the grenade-lobbing soldiers on the island with your trusty Tek arrows (if you've any left) or shotgun. The 3rd Level Two Key is on this island, but it will be in your best interest to take out the Pur-Lin that guards the cave to the north. After you've disposed of this chubby-chappy, do a running jump onto the island and pick up the last of the Level Two keys.

## Bonus Levels

### BONUS 1

The aim of this bonus level is to pick up the Ultra Health located on top of the rafters. To get to it you'll have to head straight ahead, avoiding the swinging blades, and climb up the pillars at the other end. Walk across the rafters - take your time - and claim your prize.

### BONUS 2

Pick up the shotgun. Turn on your map and navigate your way from platform-to-platform, taking out the grenade-lobbing soldiers along the way. Pick up the two health 25+'s and the box of shells before exiting.

## SPIRITUAL

### INVINCIBILITY

Climb the vine covered wall and enter the cave. This place is crawling with Leapers so it's best not to hang around here for too long. Navigate your way through with the map and take out any unfortunate Leapers with your pistol. If you're lucky you'll be able to enter the teleporter at the end of the cave without running into the Leaper Leader. Drop down from the teleporter, through the checkpoint and enter the village. The Spiritual Invincibility is on the second floor of the ruined house.

### 1ST LEVEL THREE KEY

Follow the log path to a pillar with a ladder propped against it. Climb up it and do a running jump to the adjacent platform. It's then a simple matter of jumping from column-to-column and entering the teleporter. The area you find yourself in is crawling with bugs so get out your knife and do some slicing-and-dicing. Pick up the explosive shells and dive into the pool to collect a Full Health before leaving through the teleporter. The 1st Level Three Key is in the right-hand alcove. Head into the water, avoid the Leapers and pick up the Assault Rifle before heading back to the exit teleport.

### 1ST CHRONOSCEPTER PIECE & 2ND LEVEL

### THREE KEY

After taking the previous teleporter, you'll find yourself in a maze made from tall grey pillars. Your map won't work here, but don't panic, it is easy to navigate your way around here. Use your knife to kill the bugs and head for the three rings on the outside of the maze. One holds the 1st Chronoscepter Piece; the other the 2nd Level Three Key; and the final one is your teleport out.

### 3RD LEVEL THREE KEY

Head through the checkpoint, kill off



THE LAST LEVEL KEY IS ON AN ISLAND WITH TWO GUARDS.

the soldiers on the ground and on the platforms above you. Use the ladders until you reach the top of the structure. Before jumping down the mine shaft equip yourself with the knife... there are bugs ahoy! Make your way through the mine until you reach some water. Dive in and swim until you reach the pillars. Jump from pillar-to-pillar until you reach the top. Waiting for you will be the 3rd Level Three Key and a teleporter.

### THE HUB RUINS

After exiting the mine, take the next two teleports which will bring you to the outskirts of the Hub Ruins. Load up your Tek arrows and take out the Pur-Lin guarding the end of the tunnel. Once that's done you are free to enter the Hub Ruins and complete Level One.



THERE IS A SAVE POINT RIGHT NEXT TO THE PORTALS.

## Cretaceous Cheats

### ROBIN MODE – RBNSMTH

Unlimited health, all the weapons and big heads (the enemies' craniums are slightly enlarged).

### GREG MODE – GRGCHN

The same as the Robin mode, the only difference being the lack of big heads on the enemies.

### GOD MODE – THSSLKSCL

Unlimited health.

### INFINITE LIVES – FRTHSTHTRLSCK

### UNLIMITED AMMO – BLTSRRFRND

### PEN & INK MODE – DLKTDR

View the game as a series of wireframe graphics (a bit hard on the eyes, this one).

### DISCO DANCING MODE – SNFFRR

Watch the Ancient Warriors and Raptors shake their thing, on the jungle dancefloor... then blow them away!

### SPRIT MODE – THSSLKSCL

Whip around the bad guys, as they move in slow-mo, in this permanent form of the Spiritual Invincibility bonus. The strobe effect can grate after a while, so use sparingly.

### GALLERY – THBST

Study each character from the game at your leisure, without worrying whether they're going to kill you or not.

### CREDITS – FDTHMGS

Shows the enormous end credits sequence.

## Level 2: The Jungle

### THE WOODEN BRIDGE

Soon after you start this level, you'll come across four pillars, buried low into the ground. Step on the first one and watch the others rise, giving you access to the ledge above. Follow the path along until you come to the broken wooden bridge. At the first break, jump down to the right and climb the cliff to gain some extra LifeForce bonuses. Jump down between the two pillars and you'll land in a pool with some extra goodies, take a right from where you land to return to the start of the wooden bridge. Towards the end of the bridge there is a cave entrance burrowed into the side of the cliff. Enter this, jump onto the plateau below to use the teleporter and pick up the ten point LifeForce bonus.



THE FIRST LEVEL FOUR KEY IS FOUND HERE, JUST AT THE END OF A CAVE COMPLEX.

### 1ST LEVEL FOUR KEY

At the end of the bridge go around the ruins to the edge of the plateau. Drop off the edge to the bridge below and follow it around to a secret area. The teleporter returns you to the ruins. Head through the checkpoint and enter the water. Swim quickly through the underwater cave, using the map, before you run out of air. Collect the first key of the level at the other end of the cave.

### ASSAULT RIFLE

Follow the path, until you reach another set of ruins, set on different levels. Head for the higher plateau



GRENADE THROWING GUARDS ARE DANGEROUS, PICK THEM OFF FIRST.

and jump from pillar-to-pillar to reach the top of the building on the lower level. You should now be able to do a running jump into the cave, facing east, which has an assault rifle. Head south for the Save Point and Checkpoint.



SAVE POINTS OFTEN COME WITH GUARDS JUST AROUND THE CORNER. WATCH IT.

### SECRET AREA

After the Checkpoint follow the bend to the left – where you see the shotgun – but be aware that the minute you pick it up you'll be ambushed by two Pur-lins. The first you can't miss (he's in front of you) but kill him quick as the other one's coming at you from behind! After dispatching the terrible twins the path will widen out. Double back on yourself, walking around the single ruin and you'll see the entrance to a secret cave. Get out your knife as it's full of bugs. The map doesn't work in here ('cos it's a secret area) but it is fairly short and sweet. Pick up the assault rifle and Full Health and head back out.

### SPIRITUAL INVINCIBILITY

Head up the plateau until you reach

the stone path with the two statues. Hang a sharp left after crossing the path and climb the cliff-face. Step on the switch inside the temple to open a secret passage outside. The teleporter inside the passage will take you to the Spiritual Invincibility.



THIS SECRET CAVE IS FULL OF BUGS, BUT INSIDE IS THE ASSAULT RIFLE.

### 2ND CHRONOSCEPTER PIECE

Head south from the temple and use your map to jump to the two lower plateaus. The second houses the 2nd Chronoscepter piece. Before you jump off from here, make sure you head to



JUST AFTER YOU SEE A KEY IN A WALL, DROP DOWN HERE TO FIND A SECRET AREA.

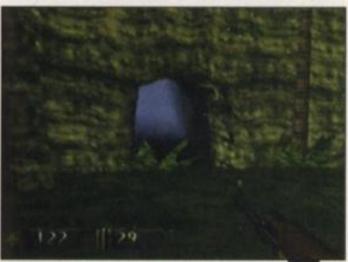


ANOTHER PIECE OF THE CHRONOSCEPTER FOUND, ONLY SIX MORE TO GO.

the west facing ledge, for the LifeForce bonuses.

### 2ND LEVEL FOUR KEY

Head through the Checkpoint and follow the steps around the cliffs (use your map to guide you through the jumps). Follow the path until you can see the 2nd Level Four Key, in a cave, across the ravine. To the south, you



DROP DOWN WHEN YOU SEE THE LEVEL FOUR KEY AND YOU'LL REACH THIS AREA.

can see the tops of some trees just touching the top of the plateau. Fall off the ledge on top of them and you'll land on a lower plateau. Enter the cave, follow the path, jump across the ravine into the other cave and pick up the 2nd Level Four Key. Jump across the ravine and follow the path round to the teleporter.

## AUTOMATIC SHOTGUN AND TEK ARMOR

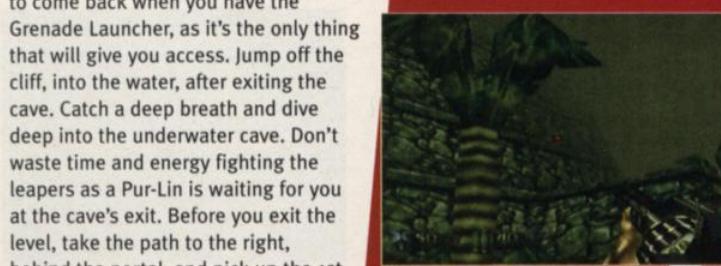
Exit the teleporter and take out the Sergeant guarding the Save Point. Hug the cliff-face before you take a running jump over the gap. From this point you'll be able to kill one of the Soldiers waiting for you on the other side. To get the one which is out of your point-of-view, jump across the gap and come in close to the cliff. This will allow a convenient avalanche of rocks to crush the Soldier without you having to waste ammo. Follow the path, avoiding the spring trap in the alcove, and head through the Checkpoint. As you head up the path, you'll be able to kill the Raptors on the ledge above you, before you reach their level. Head into the temple and activate the switch in the corner. This opens a door on the other side, giving you a nifty automatic shotgun and Tek Armour.



WALK RIGHT PAST THE END LEVEL PORTAL AND CARRY ON ROUND THE PATH TO FIND ANOTHER KEY.

## 1ST LEVEL FIVE KEY

Leave the temple, head around the back and cross the rope-bridge to the other side. There's a Pur-Lin guarding the entrance to the cave. The cave is full of twists-and-turns as well as Leapers, so grab your pistol and switch on your map! Towards the end of the cave you'll notice some goodies trapped behind the stalagmites and stalactites. You'll have to come back when you have the Grenade Launcher, as it's the only thing that will give you access. Jump off the cliff, into the water, after exiting the cave. Catch a deep breath and dive deep into the underwater cave. Don't waste time and energy fighting the leapers as a Pur-Lin is waiting for you at the cave's exit. Before you exit the level, take the path to the right, behind the portal, and pick up the 1st Level Five Key. Now you're ready for Level Three.



USE THESE PALM TREES TO CLIMB UP AND GET THE SPIRITUAL INVINCIBILITY.

## Level 3: The Ancient City

### SECRET AREA

Head straight ahead from the beginning of the level until you come to the two rows of three columns. Diagonally jumping onto the columns below will result in an Ultra Health. Climb either one of the two sets of steps to reach the first part of the Ancient City. Remember that you can reach Lifeforce bonuses, on high vantage points, by jumping on them from a higher level. The secret area is located in the pool, between the two sets of buildings. Enter the water and head toward the wall – you'll notice a small gap which you can swim under.

### SECRET AREA

After you've picked up all the items from the rooftops head on up to the next level of the city. When you arrive at the top you'll be faced with the back of a pyramid. Head around to the front and climb its steps. As you face the pyramid, if you look to the right you'll notice a crack on the eastern side. Jump down here and you'll pick up three ten point Lifeforce bonuses.

### SPIRITUAL INVINCIBILITY

Head back down the pyramid and you'll notice the two buildings on either side with cages in them. To gain access to these, you will have to kill the Pur-Lins, lurking behind

the buildings. Walk further up until you come to the large building with an alcove entrance. Floating above the alcove is a Spiritual Invincibility. To claim this, you have to climb palm tree to the left, as you face the Spiritual Invincibility. From this vantage point, use the map to jump onto the ledge beneath the Spiritual Invincibility.



GET THE SPIRITUAL INVINCIBILITY AND THEN GO THROUGH HERE TO PROCEED.



ONCE THROUGH THE UNDERWATER CRACK YOU APPEAR IN A TEMPLE WITH A PUR-LIN.

We say: Complete and utter solution

59



### 3RD LEVEL FOUR KEY

Enter the building where you picked up the Spiritual Invincibility from. Inside there is a teleporter and a Save Point, the latter is guarded by a Sergeant, so be careful. The teleporter takes you to the top of the building. Use the map to hop up onto the ledge and then jump down, to the west, onto the nearby roof. Head straight ahead and jump onto the ledge. You will be ambushed several times as you head down the ledge, including a couple of Pur-Lins, so get the Tek arrows ready. The 3rd Level Four Key is in the building at the end of the ledge.



DIVE UNDER THIS CRACK IN THE UNDERGROUND CHAMBER TO FIND MORE SECRETS.



KILL HIM, USE THAT TELEPORTER. IT'S THAT SIMPLE.

### SECRET AREA

After picking up the 3rd Level Four Key, head round the back of the building where the Save Point is. Follow the sets of steps directly up, until you reach the next level of the Ancient City. To the upper left ledge, as you enter, there's a Sergeant taking pot shots at you. Climb the tallest palm tree and jump from the top onto the ledge where the Sergeant is. Step on the switch he is guarding to activate the steps on the lower level. Check out

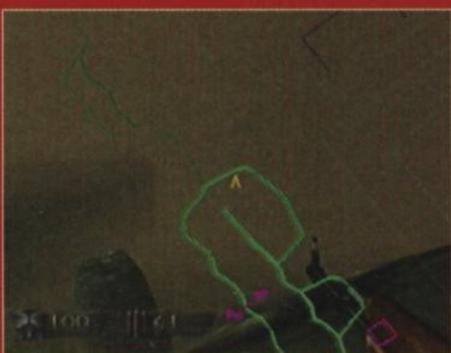
### THE EAST LEDGE

After taking the previous teleporter you will find yourself back in the part of the city where you picked up the Spiritual Invincibility. This time, however, the pillars guarding the central teleporter have now dropped. Enter this teleporter and you will find yourself transported to the eastern ledge. Mid-way down the ledge you will see a large gate. To open this you will need to go to the building at the end of the ledge. After killing the Pur-

Lin, hit the switch and run back to the gate before it closes. Enter the teleporter.

### SECRET AREA

Head toward the left of this area and you'll come to a Leaper infested pit. Jump down into it, killing the lil' buggers as you go and make it to the other end to pick up the Full Health. The teleporter here will deposit you back to the top of the pit. Head up into the temple and dive into the moat. Swim through the entrance at the bottom and follow the path up to the plateau. Follow the path around and step on the switches to raise the pillars. Again, it would be a good idea to use your map to play hop-scotch onto the pillars. After the last jump, before the path winds up to the next level, jump onto the pillar next to the house below. This will give you access to the rooftop and the Lifeforce bonuses on the Secret Area ledge behind it.



USE YOUR MAP TO JUDGE THE JUMPING DISTANCES IN THIS SECRET ZONE.

### 3RD CHRONOSCEPTER PIECE

Head back up to the path and follow the bend to the next level. Beware of the traps in each of the alcoves to the right. So keep to the left as you approach. The switch between the four pillars opens the entrance to the cave below, so jump down, kill the Pur-Lin as quick as you can and enter the cave. The teleporter inside here will take you back up to the switch. The next bit is tricky, so make sure you use the Save Point. Use the map to jump from pillar-to-pillar over the bottomless canyon. When you reach the t-junction, head left and down. At the bottom left corner you will see a vine covered wall. Jump for this and it will lead you to a Pur-Lin and the 3rd Chronoscepter Piece. The teleporter will take you to the temple in the middle of the canyon. Behind the level

exit is a secret area which isn't indicated on the map. You can access this by either following the pillars around, or by jumping off the back of the temple onto the ledge. The lift next to the wall will take you back up to the level exit.



### BOSS: THE HUMMERS

1. Before entering the central pit, pick up the items in each corner of the moat. To begin your confrontation with the bosses, touch the forcefield in the centre of the pit. You will first have to take down the two Hummers (trucks) one at a time. These are easy to dispatch with if you follow the following method.
2. Avoid getting in front of the Hummers as they will either drive into you or shoot you.
3. They adopt an easy to follow driving circle, so aim to get inside that and track them round.
4. Use Tek arrows or your assault rifle for the best results.

### BOSS: LONGHUNTER

1. With the Hummers out of the way, Longhunter enters the fray... and this guy kicks proverbial! There are two ways to dispatch this bad guy.
2. The first method involves running backwards, dodging his boomerangs and shooting him with Tek arrows or your assault rifle.
3. The other method is to get in close. Longhunter will put away his weapons and attempt to kill you with his jumping kicks. When he tries this, back off only slightly and unleash with a Tek arrow or an assault rifle barrage. He'll be flat on his back in no time.
4. With Longhunter dead you can now pick up the 3rd Level Five Key and Pulse Rifle.

## Level 4: The Ruins

### 1ST LEVEL EIGHT KEY

From the start of this level, head behind the entrance portal and jump off the cliff into the water below. Follow the left wall of the cliff, passing under the bridge, until you come to deep water. Dive down and follow the path into the cave. This is infested with Leapers so don't delay and head straight for the teleporter at the other end of the cave. When you arrive at your new destination, drop off the end, onto the ledge below. Use the map to navigate your jumps from ledge to ledge. When you reach the plateau with a checkpoint, jump off the edge onto the ledge below. The cave has several Lifeforce bonuses and a teleporter. After entering the teleporter, follow the ledge around until you return to the checkpoint. The items on ledges that may seem inaccessible, you will be able to reach from the higher level. You will eventually reach a teleporter at the end of this part of the level. Entering this will take you back to the entrance portal, on the ledge just above it. Kill the Sergeant and pick up the 1st Level Eight Key.

### MINI GUN

The teleporter from the last part of the level will drop you off by the lava pit with the exit portal. If you walk straight away from it you will find yourself back in the area you walked through to get to the statues. But this time, instead of heading left, you now need to go straight ahead until you reach the collapsed bridge. Use your map to fall off the edge, onto the right-hand surviving support. Down to the right, on the other side of the ravine, is a path. Do a running jump off the support onto this. Follow the path round the cliff and climb the vine covered wall. You will arrive at the back of a building. To get the mini gun on the roof, you need to jump onto the broken walls and reach it from there. There is a Pur-Lin waiting inside the building. You now need to jump back over to the bridge support on the other side. Jump from here to the support opposite and, from there, onto the ledge with the vine covered wall.



THE BEST WAY TO KILL PUR-LINS IS TO STAGGER LEFT AND RIGHT WHILE SHOOTING.

### 2ND LEVEL SIX KEY

After picking up the Key, jump off the ledge and cross the bridge, killing the soldiers either side of you. Continue forward until you come to a wall. Follow this around to the right until you come to the edge of the cliff. To the left is a thin path. Follow this round until you come to the area with the enemy statues. When you enter, they will come to life and attack you. However, you can save yourself from a prize kicking by running away after they come to life and let them fight amongst themselves. When you think it's safe, steam in and take out the winner (usually the Pur-Lin). The switch opens the forcefield, giving you access to the teleporter. Each of the High Priests in this area guard a gate. When they die the gates will open and you can pick up the 2nd Level Six Key. Before leaving through the teleporter, there is a secret area to the right as you face the teleporter. Walk through the wall of that area to enter it.

### INVISBLE PATH

Facing the bridge, head to the right and go through the Checkpoint. You'll come to a clearing with a High Priest standing on top of a pillar. Kill him and hop up the flaming pillars and jump on the red pillar. This will now open the gate to your right. Head straight down this new path, but don't take the right fork yet. Instead continue ahead until you reach the temple with the High Priest. Kill him and head up the steps.



WALK ON THE MYSTERIOUS GLOWING LIGHTS TO REACH THIS GRENADE LAUNCHER.

# Turok: Dinosaur Hunter

Save your game and walk off the edge of the temple, toward the ten point Lifeforce. Shimmering lights will appear beneath you, indicating that you are on the invisible path. Follow the path through its twists and turns and pick up the Grenade Launcher on top of the pillar.



TELEPORTERS ON THIS LEVEL WILL LET YOU GRAB THESE HIGH POWER-UPS.

## THE THREE PILLARS

Facing the pillar, where you picked up the grenade launcher, turn right and enter the area with the three pillars. The switch in front of them will turn that particular pillar into a set of steps. Now comes the hard part. You can either climb up one pillar and perform a diagonal jump to the others. Or, alternatively, there are three teleports in this area that leads to each individual pillar and prize.



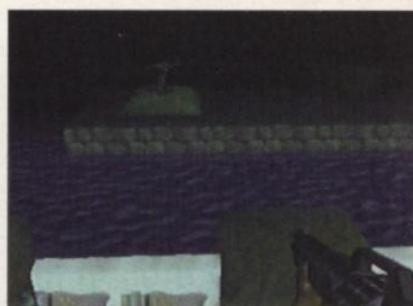
USE YOUR KNIFE OR THE SIMPLE PISTOL TO KILL THE SMALL FLYING BEETLES.

## 1ST LEVEL SIX KEY

Take the fork you didn't take when you first entered the area. Kill the Pur-Lin to open the gate and take the teleporter. Jump off the ledge into the small maze. Use your map to navigate your way through it and kill the two Sergeants guarding the cave entrance.

Use your map to navigate the maze, killing the bugs and Leapers along the way. The end of the maze is guarded by a Pur-Lin Mech, who is a little tougher to beat than your run-of-the-mill Pur-Lin. Prepare to be ambushed a couple of times as you enter the building. Climb up the steps on either side of the building and kill the Sergeants to collect the 1st Level Six Key. The Lifeforce bonuses on the surrounding ledges can be reached by diagonal jumping.

**PILLAR JUMPING**  
You need to walk into the water column and swim to the top. At the top, to the right as you enter the water, there is a ledge. Jump onto this and head towards the pillars. To get to the other end you need to jump on a pillar on the same level - or just above - your current position. Enter the teleporter at the other end and you will return to the Hub Ruins.



I DON'T KNOW WHAT THAT THIS. I HOPE IT'S NOT A DEAD HORSE...

## 4TH CHRONOSCEPTER PIECE

Exit the cave by the way you came in and climb the vine covered wall to leave the maze. Head back into the area where the invisible path is and go to the area with the eight teleporters arranged in a circle. All but one of these teleporters will deposit you in a lava pit. Take the far left teleporter, as you enter the area, to escape being fried. The teleporter will drop you in a pool. Jump out and drop off the ledge into the maze. Use the map to find the secret area with the grenade launcher before heading down the corridor to the Save Point. Use caution as you walk past the first row of fire-breathing faces and enter the secret area, on the right-hand side as the corridor bends round. Then head down the second part of the corridor to the room with the switches. Go straight into the other room and kill all the bugs before entering the teleporter. You will be deposited in front of a waterfall. Take the ledge on the outside wall and jump off the end onto the top of the waterfall. The lift in the middle will take you up to the 4th Chronoscepter Piece, but be warned that the four stone Leapers will come to life when you step on the lift. These guys are extremely difficult to kill, so don't even try! Just pick up the piece and jump off the side of the waterfall. Go through the teleporter and go back to the room with the switches. Each of the four switches temporarily raises the pillars. So you'll need to move quickly to reach the top.

**PILLAR JUMPING**  
You need to walk into the water column and swim to the top. At the top, to the right as you enter the water, there is a ledge. Jump onto this and head towards the pillars. To get to the other end you need to jump on a pillar on the same level - or just above - your current position. Enter the teleporter at the other end and you will return to the Hub Ruins.



THIS SHAMAN GUARDS THE MAIN ROOM IN THE CATACOMBS. HE USES FIRE TO ATTACK YOU.

## Level 5: The Catacombs

### 2ND LEVEL EIGHT KEY

When you appear at the start of the level head behind the entrance portal. On the right-hand side, as you face the ledge, there is a cave with a backpack inside it. Collect this and then take your first steps into the Catacombs. Go through either of the switch activated doors at the bottom of the steps (they lead you into the same room) and kill the High Priest. Don't fall into the pit he is standing on, you need to fill it with water and swim down to face this level's boss later. Instead, turn around and head up the steps and follow the path until you reach the room with the swinging blades.

Carefully walk across across the log bridges in both rooms and continue along the path. You will eventually meet a High Priest, kill him and pick up the 2nd Level Eight Key.



SO THAT'LL BE THE NEXT PART OF THE CHRONOSCEPTER THEN.

He is beaten, pick up the 5th Chronoscepter Piece and exit by the drain you came in.

### MAIN SWITCH ROOM

After coming out of the drain, head right, down the path. You'll come into a room with Ancient Warriors taking pot-shots at you from above, on ledges. Take the steps up and walk across the ledge to the other end of the room. You'll come to an adjacent room with Lifeforce bonuses scaling the wall. There are footholds on the wall so you can climb up. At the top, use the Save Point and turn around to face into the room. The Health bonuses that trail down lead into a teleporter, so jump down onto this. You will now find yourself transported into the Main Switch room. Step on the switch in front of you and one of the pillars in the tar rises up. You need to get to the left and right-hand sides of the room and activate the switches to create a staircase to the room opposite.



LOOK BEHIND YOU AT THE SAVE POINT AND YOU'LL DISCOVER THIS HIDDEN TELEPORTER.

### SPIRITUAL INVINCIBILITY

Turn right down the stairs, out of the Switch room and follow the path, killing the Leapers and Ancient Warriors as you go. On your way through these tunnels there are a number of areas where Pur-Lins will come bursting through a wall to attack you - so be well prepared! After killing

the first Pur-Lin you are ambushed by, head through the tunnel where he came from and kill the High Priest at the other end. The Spiritual Invincibility is on the wall above him. Turn around to face the direction you came into the tunnel and take the right fork. You will find yourself back in the Switch room so activate the next switch.



THESE LITTLE BUGGERS STICK TO YOUR HEAD LIKE GLUE. USE THE PISTOL.

### PARTICLE ACCELERATOR

Head back the way you came until you are back in the tunnel where the first Pur-Lin ambushed you. Turn right and follow the path round until you reach the steps leading down into a Leaper infested pool. At the top of these steps, look down to the right and you'll see a ledge. Jump onto this and activate the switch. Now dive into the water and follow the path until you reach the particle accelerator.



THE LEVEL SIX KEY IS RIGHT AT THE TOP OF THE WATER HOUSE.

### 3RD LEVEL SIX KEY

After picking up the particle accelerator you know have to head back to where you arrived at the Main Switch room. This time, however, you now take the left path. Follow the



STOMP ON THESE PRESSURE PLATES TO GRADUALLY CREATE A SET OF STAIRS.



THE MANTIS BOSS SPITS ACID AT YOU IF YOU REMAIN THE SAME PLACE FOR TOO LONG. USE EXPLOSIVE SHELLS AND TEK ARROWS IF YOU HAVE THEM. IT WILL ALSO BREAK DOWN WALLS.

winding path until you reach the left side of the Main Switch room. Activate the switch and you can now jump up the pillars to the Ultra Health. Follow this new path until you come to the teleporter. Unsurprisingly, this is guarded by a High Priest. The teleporter will take you outside. Follow the wall around to the right and head down the hill. Go through the Checkpoint, up the stairs and into the water. Face the side of the central structure with the footholds. You will have to jump onto these, as it is difficult to grab hold by swimming into them. Pick up the 3rd Level Six Key at the top of the structure.



THE MANTIS BOSS LIKES IT UP CLOSE AND PERSONAL. GET OUT NOW!



JUST WHEN YOU THINK YOU'RE GONNA GET THE LEVEL EIGHT KEY, MANTIS APPEARS.

## Level 6: The Treetop Village

### 1ST CHECKPOINT

After your battle with Mantis you will probably be short on ammo, so at the beginning of the level, double-back behind the entrance portal. Jump down onto the ledge, on the left-hand side and pick up the mini gun and shotgun shells. Climb back up to the entrance portal and follow the path round. Be aware of ambushes from above, in front and behind. As you approach the 1st Checkpoint, a Pur-Lin will jump down and ambush you.



KILL EVERYTHING WITH BIG GUNS, THAT WAY NOTHING CAN HARM YOU...

### BOSS: MANTIS

Jump from the structure onto the switch below. This will drain the water out of the pit and into the Catacombs. Follow the water and enter the drain which will take you to the pit at the first part of the game. Dive down to the bottom and follow the tunnel until you reach the Portal. Save your game and prepare for battle! The stone statue, behind the 3rd Level Eight Key is the Mantis. As you approach the key, it will fall into the floor and Mantis will spring into life. The best thing to do is run backwards and keep Mantis in your sights. The best weapon to use at this stage is the mini gun or pulse rifle. Eventually he'll flash green and fly off, knocking all the walls down as he goes. Don't lose your cool. Keep running backwards off-loading grenades, Tek arrows, mini gun rounds, whatever you have at the time. There are supplies dotted around the area, but don't be distracted! As Mantis will more than likely descend from the ceiling, spewing some toxic gunk all over you. With Mantis dead, you are now free to pick up the 3rd Level Eight Key and exit the Catacombs.



DROP DOWN HERE TO TELEPORT TO THE NEXT AREA, OR TRY FOR A LEDGE ON THE OTHER SIDE OF THE CANYON.

# Turok: Dinosaur Hunter



AS ALWAYS, THE OVERLaid MAP IS THE BEST WAY TO JUDGE JUMPING DISTANCES.

teleporter. Take your time and carefully find the nearest ledge/island to jump to. You will have to use your sniping skills to take out the Soldiers and Sergeants in the caves and on ledges. Eventually you will reach an island with a pit in the centre. A teleporter is at the bottom of this pit and it will take you across to the other side of the ravine. From here it is a relatively simple matter of hopping from island to island (without getting impaled on the spikes) to the exit teleporter.



ONCE DEAD, THE GATES BEHIND THIS PUR-LIN WILL OPEN.

## ALIEN WEAPON

The teleporter will deposit you on an island with a Checkpoint. You will have to go through this and jump down onto the island below. However, there is a gate protected by a Pur-Lin Mech, so jump down ready to fight. After dispatching this particular bad guy you can now go through the gate into the water and face a new enemy: the Alien Infantry. They are patrolling the islands, surrounding the water, and are easily taken out with a few rounds from your assault rifle. However, try not to get in their line of fire or you could find yourself on the business end of an alien weapon. Toward the end of this area there is an island dominated by a large tree with gnarled roots. Come back here in a moment, but first go over this and continue onto the next island. There is a Save Point tucked away in the corner. Facing back the way you came in, turn left and dive down into the

secret cove, between the cliffs. Hidden in the water is an alien weapon, carelessly left behind by one of the bad guys. It's payback time!



CLIMB UP THROUGH THE CENTRE OF THIS TREE TO REACH THE VILLAGE ABOVE.

## 3RD LEVEL SEVEN KEY

The large tree on the island is hollow. Swim underneath and climb up it until you reach the top. Follow the wooden path until you reach the second large platform. Killing the High Priest will open the wall to the left. Continue through here until you come to the Checkpoint before the crossroads. Turn right at the crossroads and follow the path until you reach the hut guarded by Sergeants. The 3rd Level Seven Key is within the hut. After picking it up, head back to the crossroads.

## EXIT TELEPORTER

When you arrive back at the crossroads, you can either continue straight ahead or turn right. The latter path will lead you to a Full Health, but it is guarded by several High Priests, so you'll have to ask yourself whether it's worth the risk. Continuing straight ahead will eventually reach a chasm with a number of columns. Jumping on one column causes it to rise, so that you can jump onto the others. Continue straight ahead when you reach the other side and you'll reach a Save Point and the exit teleporter.

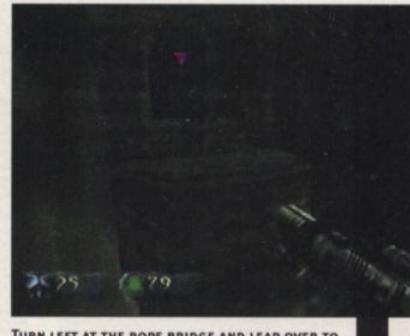
## SPIRITUAL INVINCIBILITY

After exiting the teleporter follow the path round, keeping an eye-out for a Pur-Lin ambush. Before opening the gate, pick up the Spiritual Invincibility as three Pur-Lins are waiting for you on the other side.

## 2ND LEVEL SEVEN KEY

Follow the path until you reach the area with all the huts. There are a lot of supplies to be had here but, of course, it is well defended by Ancient Warriors. Continue on the trail and kill

the Pur-Lin to open the gate he is guarding. When you reach the rope bridge, jump down to the left ledge. Jump to the next ledge and enter the cave. Carry on up the hill, pick up the rockets and jump to the next platform to pick up the 2nd Level Seven Key. To get back to the rope bridge from here, you need to jump toward the broken bridge on the left.



TURN LEFT AT THE ROPE BRIDGE AND LEAP OVER TO A LEDGE WHICH CAN BE SEEN ON YOUR MAP.

## 1ST LEVEL SEVEN KEY

Cross the rope bridge and go up the hill until you reach the building. There is a lower ledge beneath the building with a teleporter that leads to the centre hut. Waiting for you there is a rocket launcher. After collecting this item, return to the big building and enter the teleporter. You will appear in a cave. Exit the cave and follow the path down the hill. Defeating the High Priest that waits for you will open the gate behind him. Go through the gate, follow the path and pick up the 1st Level Seven Key.

## 6TH CHRONOSCEPTER PIECE

After picking up the last key, head down the hill and follow the path to the rope bridge. Cross the bridge, but before exiting through the portal, go to the left and jump down onto the lower ledge. Jump from here, to the next ledge and pick up the 6th Chronoscepter Piece. You have now completed Level Six and can exit through the portal.



GO PAST THE EXIT OF THIS LEVEL AND DOWN A VINE FOR A CHRONOSCEPTER PIECE.

## Level 7: The Lost Land

### FUSION CANNON

From the beginning of the level, follow the path until you reach the cave with skulls in front of it. Pass through the Checkpoint into the teleporter. You will appear in an area over-run with Alien Infantry. Each one of them that you kill causes a pillar to rise in the central pit. Jump from pillar-to-pillar and enter the teleporter at the other end. Walk forward at the other end to lower the logs. Continue on the path and pass through the next Checkpoint. Keep to the left of this area and fall off onto the ledge with a switch. Activate the switch and climb up the vine covered wall to the new opened path. Kill the Demon and Demon Lords to pick up the Ultra Health. Pass through the cave and jump down to the next platform on the right. Kill the Triceratops to cause several platforms to drop down so you can reach the ledge above. Jump from platform-to-platform to collect the fusion cannon.



EXPECT ANYTHING IN THE LOST WORLD – EVEN MORE DINOSAURS IN FACT!

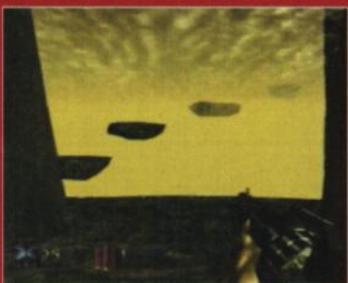
## 1ST SAVE POINT

After collecting the fusion cannon, jump back to where you came and continue straight ahead. Kill the Demon Lord to summon a chain of platforms. These will enable you to reach the teleporter at the other end. When you appear at the other end, go forward to the wall and turn left. Jumping up to the next section will bring you to the Save Point.

## 7TH CHRONOSCEPTER PIECE

From the Save Point, turn around and head back the way you came. Jump over

to the next section and follow the wall to the left. There is a fake lava pit which has a fusion cannon at the bottom. After picking this up, head across to you right and pick up the Spiritual Invincibility. Then continue to your left until you reach a large drop. Leap off here and follow the stairs into the cave. Go forward through the Checkpoint and head up the hill. When you reach the area with the pillars moving up and down jump into the lava and follow the left wall to the platform. Get out of the lava and head forward until you reach a pool. It may look like lava but it's safe to jump into. Dive down and swim through the cave until you reach the other side. Quickly break the surface and exit the pool. Continue through the cave and pick up the 7th Chronoscepter Piece.



THIS LONG LINE OF PLATFORMS LEADS TO ANOTHER TELEPORTER. USE YOUR MAP.

#### 4TH LEVEL EIGHT KEY

Return back through the underwater cave to the area with the moving pillars. Jump up to the top of this area. You now need to jump onto another set of pillars and kill the Demon Lords. Waiting for you at the end is the 4th Level Eight Key. Exit the area through the adjacent teleporter.



IF ONLY YOU COULD GET TO THE SAVE POINT - PITTY THAT PUR-LIN'S IN THE WAY!

#### THE SUBTERRANEANS

From the teleporter, head to the right. Climb the cliff and fight the Subterraneans that erupt from beneath the ground. Keep to the edge

of the cliff if the action gets on top of you. Enter the teleporter at the other end of this area. Pick up the Tek armour and then kill all the Subterraneans. When they are defeated, you can leave the area. The second teleporter will transport you to the fortress on the other side of the ravine.



THIS PASSAGE LEADS TO ANOTHER SECRET AREA.

#### 5TH LEVEL EIGHT KEY

The previous teleporter will deposit you in an area crawling with Alien Infantry. Head forward through the Checkpoint and follow the right-hand wall until you reach a switch. Activate the switch and quickly head back to the Checkpoint. You will find



KILL THIS GUARD AND USE THE VINES AHEAD TO FINISH THIS SECRET ROUTE.



DO YOU TRY THE HARD WAY AND JUMP ACROSS THESE PLATFORMS AND GO UP THE VINE, OR TAKE THE SECRET ROUTE JUST BEFORE THIS?

temporary access to a new path. Follow this route until pick up the 5th Level Eight Key.

#### EXTRA WEAPONS

After collecting the 5th Level Eight Key, turn right and collect the Spiritual Invincibility. This will make your journey through the Raptor Mechs slightly more palatable, you will reach a teleporter by a chasm. Enter this and then face the way you came and jump from pillar-to-pillar. There are a number of powerful weapons on the pillars which you are going to need. Once you've picked them up, head back and exit through the teleporter at the end of the area.

## Level 8: The Final Confrontation

#### ULTRA HEALTH

Head forward from the beginning of the level and follow the right-hand wall until you reach the chasm. Follow this round, pick up the tek armor and jump onto the ledge to the other side. Follow this ledge round and pick up the Ultra Health. Head back to the area you came from.



RIGHT AT THE START OF THE LAST LEVEL ARE TWO TRICERATOPS. BIG TROUBLE.

#### 1ST TELEPORTER

When you get back to the other side of the chasm, go forward into the cave. Take the first left, next right and follow the path until you reach a ladder. Climb up this and follow the path round to the right. Take the next right at the junction and enter the room with the Attack Robots. Walking through the Checkpoint activates the lifts in the room. Head for the area marked 'Sector Two'. Follow the right wall into the room with four pillars of water. The weapons in each cubicle cannot be collected... yet. Exit the room to the right and continue to the next room. Go through the Attack Robots to the path marked 'Lift Access Two' and take the lift. Follow the path until you reach the teleporter at the end.



THE MAIN ENEMY YOU WILL ENCOUNTER ON THIS LEVEL ARE CYBORGS WHO ARE HEAVILY ARMED WITH LASERS.

# Turok: Dinosaur Hunter



THERE ARE MANY RED DROIDS ON THIS LEVEL AND IT LOOKS LIKE THE SET OF ALIEN!

## SPIRITUAL INVINCIBILITY

Walk through the series of doors and you will eventually come to a Save Point. Go down the nearby elevator and enter the lava-filled room with a Pur-Lin. Hit the switch in this room to open a door back out in the hall. Follow this new path and enter the teleporter. You can now collect the four weapons you saw in the room earlier. After collecting them, enter the room and pick up the tek armor. Exit the room at the opposite side and follow the corridor until you reach another room. Jump from pillar-to-pillar to reach the center island. Jump to the corridor on the other side and follow the path over the pit. You will come to a junction at the end of the path. On the left-hand side is the Spiritual Invincibility.



THE SWAMP AREAS IN THE FORTRESS USUALLY HARBOUR KILLER CRABS!

## SECRET AREA

After collecting the Spiritual Invincibility, go through the Checkpoint and follow the right wall to a corridor. Go through the corridor to a large room. In this room, defeat the two Pur-Lins who rise out of the center. When they are dead, the wall at the back of the island lowers so that you can continue on your journey. At the end of this corridor is a teleporter. At the new location, walk forward to the junction and continue straight ahead. Diagonally jump from pillar-to-pillar. On the highest platform, jump into the secret area on

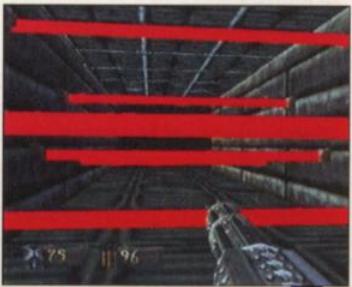
the right-hand side. There is a fake wall here that you have to jump through.



THESE FORCEFIELD LIFTS REQUIRE YOU TO PRESS JUMP AND YOU FLOAT UPWARDS.

## SLUDGE BEAST

After the secret area, take the elevator in the nearby room with the Alien Infantry. Go around the corner and turn left to continue on to the Save Point. From here, take the stairs and follow the only path you can until you reach the water-filled room. Go through the left corridor and when you come to the open room, fall off the platform to the left. This is home to the Sludge Beast. This is the one and only time you get to confront him, so make the most of it.



IF YOU SEE LITTLE BOXES ON EITHER SIDE OF THE WALLS, THEY'RE LASERS.

## 3RD SAVE POINT

Before you enter the teleporter in the large adjacent room, check it thoroughly for weapons and power-ups. The largest weapons cache is on the lowest floor. When you're done, enter the teleporter. When you materialise, pass through the Checkpoint and carefully dodge the laser trap. Continue down the corridor and drop down into the hole that opens in the floor. Follow the path until you reach the force lift. Using this is similar to the waterfall in Level Four. Step into it and float to the top. Now walk forward into the large room. Take the left turning and float up the different force lifts and you will reach the Save Point.



CIRCLE THE T-REX AND USE EVERYTHING YOU HAVE TO WEAKEN IT.



YOU CAN EVEN WALK UP THE GANTRIES IN THIS AREA AND SHOOT FROM ABOVE.

We say: Complete and utter solution

## THE FINAL RUN

From the Save Point, turn left and float up the force lift. Follow the path until you reach the room with the robot. Head forward and follow the right wall to the maze with the pillars. Follow the right-hand wall and take the first corridor you come to. Dodge the laser trap and enter the force lift at the other end. Float to the top, go through the passage and the Checkpoint. There are a lot of enemies as well as ammo here, so be careful. Follow the left wall into a corridor and pass on through to another force lift. Float up to the passage at the top. Continue forward, pass the Checkpoint and cross the bridge. In the next room go straight ahead and take the force lift up. Collect as much ammo as you can in the adjacent room as it's now time to face The Campaigner's T-Rex.

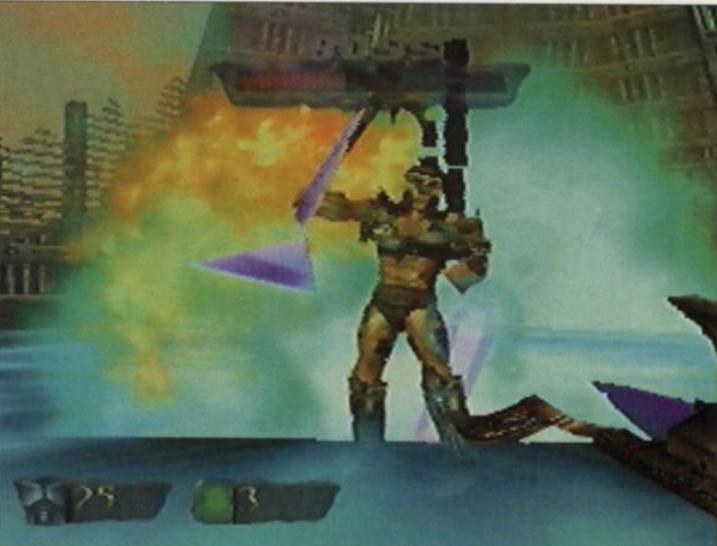
## BOSS: T-REX

At the beginning of this confrontation, shoot as much of your fusion cannon as you can, at the T-Rex. Now circle the T-Rex and off-load every other weapon you have (excluding ordinary shotgun shells and arrows) into its hide. When

the T-Rex lets loose with its flame breath run as fast as you can away from the blast. There are ammo top-ups in the walkway surrounding the arena if things get desperate (and they probably will). You can also use the walkway to attack the T-Rex from above. With the T-Rex defeated, you pick up the final part of the Chronoscepter.

## BOSS: THE CAMPAIGNER

As soon as The Campaigner appears, shoot him with the Chronoscepter. If you connect with all three shots, the fight will end quickly. However, if he's still standing, the next weapon of choice will be your rapid-fire items (assault rifle and the mini gun are good). Always keep The Campaigner in your sights and continue to move backwards away from him. Do not use the fusion cannon, as The Campaigner simply laughs and you're suddenly left holding the knife. There are some extra ammo supplies dotted around the arena so make use of these. Once you've finished him off, you can sit back and watch the end cut-sequence.



THE CAMPAIGNER IS THE LAST BOSS OF THE ENTIRE GAME. MAKE SURE YOU HAVE COLLECTED ALL PARTS OF THE CHRONOSCEPTER TO STAND A CHANCE OF DEFEATING HIM.



# SUPER MA



Prepare for the **SOLUTION** of the century – all 120 stars and a **COMPLETE** guide to the bosses. Course 1 was covered last issue.

**COURSE 2** Start right here for the rest...

## WHOMP'S FORTRESS

**ENTRY REQUIREMENT:** 1 Star

**LOCATION:** Second door on right in Main Hallway of Princess Toadstool's Castle.

**DESCRIPTION:** A large grey and brown fortress floating in the sky, surrounded by three rotating green platforms. It's all a monument to paving stones, those things which are used to build houses, even roads to be walked upon, yet no-one ever says thanks. Big Whomp, a huge ambling slab of

concrete would probably like you to think he was the main hazard – he aims to crush Mario just for fun – but in fact the main danger is really the sky below. Lose your footing in the wrong place and Mario will quickly fall to his doom! Whomp's Fortress is also one of the most notable 'changeling' courses. Defeat Big Whomp and a large tower will appear at the top of the fortress!

### CHIP OFF WHOMP'S BLOCK

**STAR 1**

**OBJECTIVE:** Defeat Giant Whomp at the top of Whomp's Fortress.

**GUIDE:** To bypass the first hazard (moving blocks and platforms), stand on the grass by the corner of the stone wall. Do a backflip onto the concrete wall and walk up it. Turn left and slowly tiptoe toward the sleeping Piranha Plant. If you



AVOID THE MOVING BLOCKS BY DOING A BACKFLIP HERE – CROUCH USING THE Z BUTTON THEN PRESS JUMP TO REACH THE TOP.

move quickly, or get too close, the Piranha Plant will awake and attack you. However, if sleeping, the Piranha Plant can be defeated by a single punch at close range. Follow the path around and tiptoe on the narrow ledge to a second Piranha Plant. There's a rotating wood platform before you. The trick is to walk quickly but carefully to the circular end, about which it rotates. If you're too slow, the stone section on the right will push you off. Walk from the centre over to the other side. You'll need to meet a Small Whomp, although even it is substantially bigger than Mario. Although you can simply run around him, defeating the Small Whomp is good practice for Big Whomp. Both attack by slowly moving toward you, then quickly falling down in an attempt to crush Mario. You must wait until the Small Whomp stops walking, pausing for a second before falling. During this pause, sidestep the Whomp and when it falls over, bottom

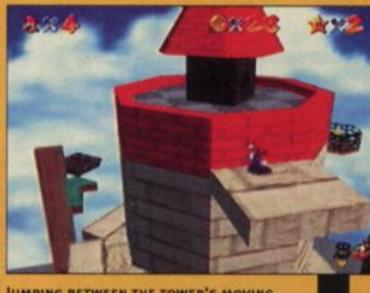
# MARIO 64

## TO THE TOP OF THE FORTRESS

### STAR 2

**OBJECTIVE:** Go to the top of the Fortress.

**GUIDE:** Follow the same path to top of the Fortress as for Star 1. Now that Giant Whomp has been defeated, a small tower has appeared. Watch out for the cannon shells fired by a steel block and jump onto the first tower platform. Now make your way around and up. The second, fourth and sixth platforms are constantly moving into and out of the tower, so be careful with them. The final platform acts like a lift, carrying you to the top of the Tower where you can collect Star 2!



JUMPING BETWEEN THE TOWER'S MOVING PLATFORMS IS REMINISCENT OF CLASSIC 8-BIT PLATFORMER NEBULUS.

## SHOOT INTO THE WILD BLUE

### STAR 3

**OBJECTIVE:** Use cannon to get to Star hidden on small platform on left side of platform.

**GUIDE:** Backflip onto the stone



BIG WHOMP IS DEFEATED USING THE SAME TACTICS AS SMALL WHOMPS.

bounce it once to defeat him. You'll meet a second Small Whomp, after which are two rotating checkerboard platforms which you can use to reach the top of the Fortress. You'll have a quick chat with Giant Whomp, and then the fight begins.

Besides being careful not to be flattened, watch out for being pushed off the Fortress or accidentally walking off when Giant Whomp obscures your view. If you do fall off, Giant Whomp's strength will be restored to full.

pathway as before, but go left and across the shallow pool of water. Now go down the slope and talk to pink Bob-omb Buddy to activate the Cannon. Before jumping into the Cannon, walk past the Bob-omb and look at the Star which is above the bottom brown brick platform ahead. Now jump into the Cannon. You won't be able to see the Star, so aim just below the point where the flagpole emerges from the top brown platform. The cursor triangles should line up with the flagpole and brick platform, with the middle area targeted at the brick. With gravity's pull, you should arrive just on top of the middle platform and grab hold of a short stone pole. Slide down this onto the bottom platform. Be careful when dismounting the pole not to run off the edge! Carefully collect Star 3 to finish this challenge.



THE BOB-OMB BUDDY WILL ACTIVATE THE CANNON FOR YOU. SAVE IT BY COLLECTING ANY STAR DURING THE SAME GO.

## RED COINS ON THE FLOATING ISLE

### STAR 4

**OBJECTIVE:** Collect all eight Red Coins.

**GUIDE:** Coins can be collected in any order, but this is our recommended method.

**RED COIN 1:** Above Concrete Moving Platform.

From the start, follow the dirt track. Jump over the first Moving Platform and jump to collect Red Coin floating about second Moving Platform.

**RED COIN 2:** Above Blue Thwomp.

Backflip onto Stone path and go up so you're above the nearest Blue Thwomp. Go down a step and stand with your back to Thwomp. Backflip to land on top of it.

**RED COIN 3:** Behind Piranha Plant.

Backflip onto Stone path as normal, now grab third Red Coin from behind Piranha Plant.

**RED COIN 4:** Narrow Ledge between Piranha Plants.

**RED COIN 5:** Rotating Wooden Platform.

Follow normal route to rotating platform. Stand on its tip as it rotates



WHEN ALL RED COINS ARE COLLECTED, THE STAR APPEARS NEAR THE START.

backwards to collect Red Coin.

**RED COIN 6:** Stone Slope.

Backflip onto Stone path, turn left and go into Shallow Pool. On the right, there's a stone slope. Run up and jump to grab a floating Red Coin.

**RED COIN 7:** Floating Brick Square.

Go up to the top of the Fortress. Jump and kick to knock vertical wooden plank over so it forms a bridge to Floating Isle. Walk over and collect Red Coin.

**RED COIN 8:** Third Floating Isle.

As for Red Coin 7, but leap from Floating Brick Square to first Rotating Green Isle and from there to Second and finally third Rotating Isle.

## FALL ONTO THE CAGED ISLAND

### STAR 5

**OBJECTIVE:** Collect Star from inside Caged Island floating near fortress.

**GUIDE:** After you've collected Star 2, an owl appears in the tree near the start. Climb into the tree and the owl will appear. Jump up and hold down 'A' as long as you want to be carried. You can gently guide the owl's flight path, but be careful, after a while it will tire and drop you.



USE YOUR SHADOW AS A GUIDE WHEN DROPPING ONTO THE CAGED ISLAND.

## BLAST AWAY THE WALL

### STAR 6

**OBJECTIVE:** Smash away part of a wall to reveal a Star!

**GUIDE:** Backflip onto the stone pathway as before, but go left and across water. Now go down slope and jump into the Cannon. Aim right so you see the rotating wooden platform. Place the cross-hairs carefully at the corner of the wall furthest away from you. Aim with the bottom-tip of the cursor on the top edge of the wall. Mario should shatter the corner, revealing a Star. You can collect the Star either by shooting Mario at it, or by simply climbing up the mountain to the rotating platform. The Star will be easily visible and can be collected by simply walking over to it.

## COLLECT 100 COINS

### STAR 7

**OBJECTIVE:** Find and collect 100 Coins (or equivalent).

**GUIDE:** As always, the method for collecting the 8 Red Coins (Star 4) is a good starting point. It's also useful since the owl will be available to help out!

**MAXIMUM COIN SCORE:** 141 Yellow Coins (or equivalent)

48 Yellow Coins out in the open.

16 Yellow Coins on floating platforms

8 Red Coins (16 Yellow Coins) located as above (Star 4).

4 Blue Coins (20 Yellow Coins) hidden in Blue Block

6 Yellow Coins hidden inside Crates.

35 Yellow Coins won by defeating enemies.

## COURSE 3

## JOLLY ROGER BAY

## ENTRY REQUIREMENT: 3 Stars

LOCATION: First door on the right in main hallway of Princess Toadstool's castle.

DESCRIPTION: Jolly Roger Bay is a mysterious place, despite the fact the Bay is entirely enclosed within a large cavern, there's a Sunken Ship at the bottom of the Bay. Perhaps the exit was sealed off after the Cap'n scuttled his ship and set-up numerous booby-

traps. Certainly, unlike King Bob-omb, the Cap'n never makes an appearance to defend his Course. Aside from his numerous warning notices, the Cap'n is content to remain in the background of the Course. Instead, the main hazard is a huge and monstrous moray eel, a beautifully animated creature with spooky green eyes and a very nasty bite!



THE EEL ISN'T HAPPY ABOUT LOSING HIS LAST HOME AND WON'T BE EAGER TO VENTURE OUT OF HIS NEW ONE.

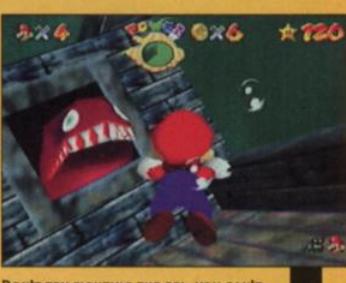
## PLUNDER IN THE SUNKEN SHIP

## STAR 1

OBJECTIVE: Collect all the treasure within the Sunken Ship to earn the first Star... and raise the ship!

GUIDE: Jump into the water and swim forward, while also diving down. Right at the bottom of the Jolly Roger Bay you'll find the Sunken Ship. The only entrance – a broken cabin window – is guarded by a huge moray eel. After seeing the eel, you should swim away, possibly returning to the surface to restore Mario's energy. Now dive down again and the eel should have left its lair. Mario can now enter the Sunken Ship through the broken window. Inside the Sunken Ship are four Treasure Chests which, if opened in the correct fashion, give Mario an oxygen bubble. Opened in the wrong fashion, they give Mario a nasty electric shock (draining one Energy Unit). Fortunately, at the bow of the ship there's a pocket of air which can be used to restore Mario's energy if any mistakes are made. The first Treasure Chest to open is the one closest to the stern (the rear of the ship). Now move backwards and open the Chest on the right (while facing the stern), then the Chest on the left and finally the middle Chest. If a Chest is wrongly opened, all the Chests close and Mario must begin the sequence again.

When successfully completed, enough air will have been released to raise the Ship to the surface. This will drain out the water, leaving Mario in a puddle of water at the stern. Mario must now get to the bow of the ship, jumping up slippery, moss-covered platforms and beams. One mistake and Mario will slide right down to the bottom! The easiest mistake to make is to carry on moving when landing on a platform. Mario will run straight into the angled floor of the Ship and start sliding, so make sure he stops as soon as possible. Inertia makes this tricky, so it's worth making jumps so Mario only catches the platform with his fingertips and has to pull himself up. Mario can walk along the beams, but their narrowness makes accidentally touching the floor quite easy. Try and keep the perspective zoomed out as far as possible so you can see all the nearby platforms. The Star is hidden in the Yellow Exclamation Box above the highest platform.



DON'T TRY FIGHTING THE EEL, YOU CAN'T WIN. INSTEAD, TRYING LURING HIM AWAY FROM HIS TEMPORARY HOME.



STAR 1 IS IN THE YELLOW EXCLAMATION BOX, BUT GETTING TO THIS PLATFORM ISN'T EASY!

## CAN THE EEL COME OUT TO PLAY?

## STAR 2

OBJECTIVE: Tempt the Eel into leaving its new lair and collect the Star from its tail!

GUIDE: Now that you've raised the Ship, the eel has found a new lair in an underwater cave near where the Ship used to be. By the time you've found the eel, Mario will have used up a lot of oxygen so it's a good idea to top up on oxygen.

The safest way to lure out the eel is to simply hold swim right next to the cave opening and hold still. The eel will try to snap up Mario with its jaws, so stick as close as possible to the wall where it can't touch you. After snapping around a little, the eel will slowly emerge from its lair. Remember, any part of the eel is dangerous (3 Energy Units per touch) so be careful how you approach it. After swimming about a bit, the eel will return to its lair and you must lure it out again.

The Star is easiest to grab just as the eel is emerging, although this requires careful timing. Once out in the open, the eel's movement is difficult to predict, while the snapping of its tail and Mario's constantly draining oxygen supply complicate things further.

If you decide to grab the Star in the open, don't follow the eel but instead approach from above and dip down just as the Star passes below – since you're not chasing to keep up, this gives you more freedom in timing your attack.

Once touched, the Star will whizz off to float just outside the eel's lair.



## TREASURE OF THE OCEAN CAVE

## STAR 3

OBJECTIVE: Find and open all the Treasure Chests inside Ocean Cave.

GUIDE: In the deepest part of the Bay, where you found the Sunken Ship and the moray eel, there's the entrance to the Ocean Cave. Eight gold coins are arranged in a circle just at the entrance so it's quite easy to find. Swim up the entrance and you'll find a large pocket of air which fills up most of the Cave. Stay just in the water and poke Mario's head up so his energy returns to maximum before beginning to explore.



THE CAP'N HAS PROTECTED HIS TREASURE WITH A NASTY ELECTRO-SHOCK SYSTEM, BUT MARIO CAN FIGURE IT OUT!

Unfortunately, the Cave isn't too stable and large, towering stalagmites will fall over whenever Mario gets close to one (if they hit him, they'll drain 3 Energy Units). There are also Goombahs, which are a useful source of Coins and Energy.

At the end of the Cave, the Cap'n has placed four Treasure Chests. As with Star 1, they're booby-trapped so opening the wrong one will give Mario an electric shock. The correct order is to begin with the middle Chest closest to the wall. Next open the Chest on its left, then the one on the furthest right and finally the other middle Chest. The Star will now appear at the centre of the four chests. If you make a mistake, and must begin the sequence again, you can restore Mario's energy by collecting some of the eight gold coins in a circle on the right of a rock mound just before the Treasure Chests. Also, on the right of the Cave's entrance there's a Blue Coin Box.

## RED COINS ON THE SHIP AFLLOAT

### STAR 4

**OBJECTIVE:** Find and collect every Red Coin. Coins can be collected in any order, but if you die then every coin you've collected is lost and must be collected again.



CLAMS CONTAIN HALF OF THE EIGHT RED COINS, SO IT'S VITAL YOU LEARN HOW TO DEFTLY SWIM IN AND OUT OF THEIR JAWS!

### RED COIN 1: Inside Clam 1.

Dive down and the first Clam on the left has a Red Coin inside it. Simply wait for it to open and swim across it.

### RED COIN 2: Inside Clam 2.

Almost directly to the right of the first Clam, but a lot nearer the surface on a rock ledge, there's a second Clam. Collect its Red Coin as above.

### RED COIN 3: Inside A Clam 3.

In front of Clam 2, and beside a rock needle which pokes out of the water, there's the third Coin-containing Clam.

### RED COIN 4: Inside A Clam 4.

At the deepest part of the Bay, near where the Sunken Ship was, is fourth and final Coin-containing Clam.

### RED COIN 5: Beside pink Bob-omb Buddy.

On the right of the Bay, there's a stone platform where the Bob-omb Buddy stands. Beside him there's a rock spire. Simply swim over to it, climb up the spire and do a handstand to collect the Coin – to do a handstand, stop near the spire's top and then simply push up on the joystick.



RED COIN 3, ON A LEDGE BESIDE ONE OF THE NEEDLES, IS EASILY MISSED BY CASUAL PLAYERS.

**RED COIN 6: Above the Ship's Bow.** Close to the Ship is a large Stone Platform. To get on it, swim around to the side furthest from the Ship where there's some sand. Mario should stand with his back to the Platform, press Z to crouch and then A to backflip on top of the Platform. By standing on a large Purple Exclamation Square, Mario will cause three wooden platforms to magically appear, linking the Ship with three planks and the Platform. The wooden platforms will disappear after about 12 seconds, so Mario must move fairly quickly to get on the Ship – a normal jump from the last wooden platform will get him aboard. Red Coin 6 is at the bow of the Ship and is collected by simply jumping up – remember, the Ship is rolling in the current and the height of the Coin above the Ship's deck will vary accordingly.



TO GET ON TOP OF THE SHIP'S CABIN, MARIO MUST PERFORM SOME VERY PRECISE JUMPS.

**RED COIN 7: Above the Ship's Stern.** After collecting Red Coin 6, go to the other end of the Ship and carefully jump onto the narrow barrier which runs along the side of the side. Tiptoe until Mario is standing as close as possible to the cabin, with his back angled toward the centre of the cabin. Perform a backflip to get on top of the cabin and collect the Coin.

**RED COIN 8: Above the Ship's Stern.** As for Red Coin 7.

The Star will now appear right at the tip of the Ship's stern and is easily collected with a regular jump.



CAREFULLY BALANCE ON THIS BARRIER AND THEN EXECUTE AN ANGLED BACKFLIP TO REACH THE FINAL TWO RED COINS.

## BLAST TO THE STONE PILLAR

### STAR 5

**OBJECTIVE:** Collect a Star from the ledge on the left of the canyon, using a cannon and gymnastic skill from Mario!

**GUIDE:** From the start, walk along the right as far as possible, then swim to the rock spire. Climb up and leap from it to the small Stone Platform. Now chat to the Bob-omb Buddy to activate the cannon on the other side of the

Bay, near the start. Swim over to the cannon, jump in and aim at the furthest left stone pillar of group of three – the one nearest the wall. Aim so that the top of the aiming cursor is lined up with the furthest, nearly invisible top of the wall, with the central spire, of course. When you fire, Mario should catch hold of the spire. Now turn Mario's back to the ledge and press A to leap backwards onto the ledge. Jump up to the Yellow Exclamation Box to reveal the star.

## THROUGH THE JET STREAM

### STAR 6

**OBJECTIVE:** Collect the Star suspended in the bubble stream.

**GUIDE:** At the bottom of Jolly Roger Bay, a Star floats above a metal grate through which comes a constant bubble stream. This current is too strong for Mario to swim through, so you need the Metal Cap power-up. Once the Green Switch has been activated, this objective still isn't easy. Ignore the Green Exclamation Box at the start, this power-up will run out before you can reach the Star. Instead swim over the Stone Platform by the Ship.

Get the Metal Cap from the Green Exclamation Box and run and jump into the water. The Metal Cap will pull Mario to the bottom, if he hits a wall jump forward to let gravity continue pulling him down. Now run and jump to collect the Star. The Metal Cap soon runs out, imposing a tight time limit, so you might have to make several attempts before achieving success.



TO GET THE METAL CAP, FIND THE GREEN EXCLAMATION SWITCH LEVEL HIDDEN IN COURSE 6'S UNDERGROUND LAKE.



THE UNDERWATER CAVE'S BLUE COINS ARE A KEY OBJECTIVE IN COLLECTING THE 100 COINS NEEDED FOR STAR 7. ALSO VITAL ARE THE EIGHT RED COINS.

## COLLECT 100 COINS

### STAR 7

**OBJECTIVE:** Find and collect 100 Coins (or equivalent).

**GUIDE:** To ensure you can collect the two Red Coins above the Ship's cabin, don't select Star 1 when attempting this. Star 4 (Red Coins on the Ship Afloat) provides a good beginning guide for this Star.

**MAXIMUM COIN SCORE:** 104 Yellow Coins (or equivalent)

28 Yellow Coins on the ground.

24 Yellow Coins in the water.

6 Yellow Coins hidden inside Crates.

3 Yellow Coins in Yellow Exclamation Blocks.

3 Yellow Coins won by defeating enemies (Ocean Cave's Goombahs).

6 Blue Coins (30 Yellow Coins)

in Ocean Cave's Blue Block.

won by defeating Small Koopa.

8 Red Coins (16 Yellow

Coins) located as

above (Star 4).



## COURSE 4

## COOL, COOL, MOUNTAIN



AHH, ISN'T THE BABY PENGUIN SUCH A CUTE LITTLE THING? A IF ONLY IT DIDN'T KEEP SQUAWKING THE WHOLE TIME!

## ENTRY REQUIREMENT: 3 Star

LOCATION: Second door on the left in the castle's main hallway.

DESCRIPTION: A large snow-covered mountain suspended in the air with a broad, fun snowslide spiraling from top to bottom. A long, narrow ice slide provides a narrower, trickier decent – connecting log cabins at the summit and foot of Cool, Cool Mountain. As with real mountains, getting down is a lot easier than getting to the top – careful exploration is needed to find a way back to the start.

Snowy climes provide a bizarre cast of new characters, including three different types of snowmen, but the most impressive creatures are a family of penguins! The squawking of a

## WARPS

[Each warp is a two-way corridor, so 1.1 takes you to 1.2, and 1.2 takes you back to 1.1! Move slowly for the warp to work.]

**1.1:** To the right of the start point is a Broken Bridge, the warp is at the middle of the bridge's end...

**1.2:** At the bottom of the mountain is the second cabin, to its right are two mini bridges, one of which is broken. The warp is at the middle of the end of the second, broken mini bridge.



THE BOTTOM BRIDGE WARP IS VITAL TO BEATING THE COURSE.

perennially lost baby penguin begins each visit, while later on a much bigger penguin proves its skill on the ice slide. For the first time, a Course's main characters are friendly to Mario, with snowy conditions, hidden areas and tricky jumps providing the main hazards.

This is Mario's first trip to snowy climes in this adventure and his plumber's outfit certainly lets in the cold. On some other Courses, Mario will yawn and eventually fall asleep if left alone. On this course, he crouches down and rubs his hands together to keep warm! On the other hand, there are some advantages of playing on snow. However far Mario falls, if he lands on snow it will cushion his impact so no energy is lost.

## SLIP SLIDIN' AWAY

## STAR 1

OBJECTIVE: Enter the Cabin and ride the Snow Slide to the bottom.

GUIDE: As soon as you enter the Course, text appears urging you to enter the cottage immediately before you. Jump in the chimney and you'll find the cottage has but a single room before a very long drop. The first thing to do is to walk to the edge of the room and then zoom out the perspective as far as possible. This will let you see more of the course and give you more time to react. For this Star, time doesn't matter so remember you can vary the speed of your descent: push forward to go faster, pull back to slow down. Another tip is to always approach corners from the furthest side, giving you more time to make the turn. Making one corner isn't that difficult, people usually get caught out by the next corner which follows faster than they expect. You must learn to anticipate this and don't



REACH THE END OF THE SLIDE AND YOU'LL BE REWARDED BY STAR 1 WHIZZING OUT THROUGH THE FALLING SNOW.

forget to slow down if things are getting tough.

The course is laid out like this: A slow right turn begins the slide, then a long stretch downwards into another shallow right turn, quickly followed by a tight left turn running into a tunnel section leading to a gentle left turn. The next, tight right turn is tricky and you can easily oversteer to the right and bounce off, fight to stay in the middle, now a long straight with lots of coins leading to tight right turn (don't oversteer), a gentle right and then left into another tunnel which turns sharp right before the narrow icy strip to the finish (line yourself up for that carefully!).

Secret: There's a handy shortcut on the ice slide. In the first tunnel you'll notice a line of five Yellow Coins pointing into the right wall. Follow these precisely and Mario will slide through the wall into another tunnel which takes him all the way to the bottom. There are two extra lives to collect in the tunnel. Mario will also exit higher than normal and land on a narrow ledge at the top of the cabin. If you walk round on the ledge you'll find a Yellow Exclamation Box inside which is an extra life. Once you exit the cabin, the Star whizzes out before you.

## BIG PENGUIN RACE

## STAR 3

OBJECTIVE: Race World Champion Penguin Sledder down the Ice Slide.

GUIDE: Jump into the cabin's chimney. Remember to set your perspective to maximum zoom out before talking to Big Penguin who will challenge you to a race. Now it's a straight race to the finish. Don't use the Secret Tunnel Cheat (see Star One), Big Penguin will know and disqualify Mario from winning. To win, you must follow a good racing line, but you don't need to constantly keep the joystick pushed forward for maximum speed. It's a good idea to get a good, early clean lead however, Big Penguin isn't above using his size to 'accidentally' bump you off the slide when overtaking! Remember, you can practice on the slide alone by refusing Big Penguin's challenge. Re-read the Star 1 guide for how the course runs and learn the best racing line.



THE ICE SLIDE IS GOOD TRAINING FOR MARIO KART 64'S TRICKIER TRACKS.

## LI'L PENGUIN LOST

## STAR 2

OBJECTIVE: Reunite Baby Penguin and Mother Penguin.

GUIDE: If you've got the sound on, you'll have no doubt heard the pitiful wailing of the Baby Penguin which is panicking at the top of the Cool, Cool Mountain. Jump onto the Cabin's chimney and then up beside Baby Penguin. Pick up Baby by standing beside it and pressing B. Now you have to get down the

Mountain. Moving left will cause you to start sliding – don't worry, use the sliding skills you picked up for Star One to navigate a rightward, downward spiralling track. This will take you down to a wooden bridge patrolled by two jumping Snowmen. These can't be thumped or bottom-bounced, only avoid them. Watch how they move. They each patrol one half of the bridge. Wait until the nearest snowman has turned and is coming toward you, now when's close, time your run under his next jump. If you get hit, you'll lose two Energy Units and Baby Penguin will be free. Pick him up using B and carry on. A wooden track will take you down to a snowy ledge, walk down this and watch out for a surprise snowman, as well as Mr Flowerhead. Walk down the final wooden section and go around to Mother Penguin. While holding Baby Penguin, talk to Mother Penguin who'll give you a Star as a token of her eternal gratitude.



MARIO RESCUES BABY PENGUIN, SHUTTING IT UP FOR ALL OF FIVE SECONDS OR SO.

## FROSTY SLIDE FOR 8 RED COINS

STAR 4

**OBJECTIVE:** Find and collect every Red Coin.

**GUIDE:** Coins can be collected in any order, but if you die then every coin you've collected is lost and must be collected again.

**RED COIN 1:** Above tree at start.

**RED COIN 2:** On Cold, Cold Crevasse ledge below icy blue mountain face.

Walk off the broken bridge to the right of the start – it's got a sign by it warning of the Cold, Cold Crevasse. You'll automatically slide down to the ledge, but watch out for the bridge obscuring your view as you land on the ledge. It's easy to slide straight off, so be ready to turn and/or jump to stop Mario. The Red Coin is behind an icy column beside a Yellow Exclamation Box with an extra life in it.

**RED COIN 3:** Beside wall just before Snowman Head and Rope Bridge.

**RED COIN 4:** At the top of Rope Tram.

Simply explore to the right of Rope Bridge and the Snowman Head.

**RED COIN 5:** At the end of the Broken Rope Bridge.

After crossing the Rope Bridge, explore to the left.

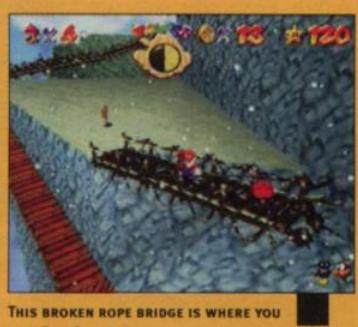
**RED COIN 6:** Above the tree by the bottom cabin.

**RED COIN 7:** On the platform between two bridges to the right of the bottom cabin.

**RED COIN 8:** At the corner to the right of Red Coin 7.

The Star will now appear half-way up the mountain. There's a yellow-white section just off the main slide with a Blue Coin Box. On a ledge off this there's now a Star. But climbing back up there along the slide is impossible, so how is it done? There are three options:

Use the secret warp beside Red Coin 7 to magic Mario back to the top of the mountain. The warp is located near the end of the bridge, in the middle. Remember you must be moving very slowly for the warp to work. Now slide down as normal, but be ready to jump right just as the slide makes a sharp turn to the left. You should now be on the yellow-white slope with the Blue Coin Box. The Star appears above a ledge a little below the slope, but you should still be able to easily see and collect it.



THIS BROKEN ROPE BRIDGE IS WHERE YOU FIND RED COIN 5.



A NORMAL JUMP IS ENOUGH TO GET YOU TO THE BOB-OMB BUDDY.



AS YOU'D EXPECT, THE ICE IS VERY SLIPPY SO WALK SLOWLY AND CAREFULLY.

We say: The greatest solution ever!

## WALL KICKS WILL WORK

STAR 6

**OBJECTIVE:** Find and collect Star on isolated ledge, near Mountain's bottom, by firing Mario with a Cannon.

**GUIDE:** To activate the Cannon you need to speak to the pink Bob-omb Buddy on the rock platform beside the Rope Lift. Jump on the Lift and rotate the perspective around so it's looking toward the mountain and the floating platform. A normal jump will be quite enough to get over. Now you have two options. It is possible to jump back onto the platform as it returns. Alternatively, if you run toward Mother Penguin and then leap, a gust of wind will lift Mario up and should safely carry him over. Don't worry if you die, the Cannon will still be active until you turn the machine off. If, on the other hand, you collect a Star before turning off the active Cannon will be permanently saved.

Now use the bottom Cannon, by the Rope Bridge, to shoot over to a ledge

opposite – aim above the tree which, as you descend, will stop you sliding on impact. The top cursor should point at where two sides (gray and dark gray) of the rockface above the tree meet. Once you land, follow the track around, be careful as you thump enemies on a narrow ice ledge, then keep going upwards. There's a gap you'll have to long jump over (squeeze Z just before pressing B). Alternatively, stand with your back angled toward the wall and backflip onto the track above. This track may appear to end nowhere, but if you pause you'll see there's a ledge above and behind you. To reach this you must jump at and then off the side wall to bounce onto this ledge. You can run directly along the edge toward the wall, then bounce off the wall up and to the right. Fortunately, if you fail you'll usually land safely below – with a heart to re-energise energy before trying again. If you succeed, make your way along a narrow ice ledge to collect the Star. Now carefully walk along the narrow, very slippery ice bridge to the Star.

## SNOWMAN'S LOST HIS HEAD

STAR 5

**OBJECTIVE:** Guide Snowman's Body to Snowman's Head.

**GUIDE:** From the start, jump onto the cabin's chimney and then up onto the mountain. Go down to the wooden platform where there's a large snowball – this only appears at this point and wasn't there for previous Stars. Unlike Yoshi or Big Penguin, there's no option to decline the coming race. As soon as you get near the Snowman Body conversation begins instantly, after which it starts its downward roll – so be prepared and try to be in front when you touch the Snowman Body. It moves quite quickly, and will happily roll over Mario at a cost of three Energy Units, so it's tempting to simply jump over the side of the bridge

and land near Snowman's Head. Sadly, this just doesn't work. Lacking eyes, Snowman's Body won't notice the Head and trundle past it unless Mario guides the Body straight to the Head and stands beside it. The Body will then jump onto the Head, merging the two and creating a new Mr Snowman who'll reward Mario with a star.



REUNITING THE SNOWMAN'S HEAD AND BODY IS A PARTICULARLY TOUGH TEST.

## COLLECT 100 COINS

STAR 7

**OBJECTIVE:** Find and collect 100 Coins (or equivalent).

**GUIDE:** Since so many of the Coins are on the cabin's ice slide, this isn't too difficult, particularly if you use the warp to return to the top of the mountain and rerun the cabin slide and the outside slide down the mountain. As always, remember the Star will appear at the point at which you collect the hundredth Star – try to ensure this isn't in a tricky place!

**MAXIMUM COIN SCORE:** 151 Yellow Coins (or equivalent)

77 Yellow Coins on the Cabin Ice Slide (including one Blue Coin). Some of the Yellow Coins are high in the air and you need to be at high speed for a jump to reach them.

8 Red Coins (16 Yellow Coins)

15 Yellow Coins from enemies

2 Blue Coins (10 Yellow Coins) from Blue Blocks

33 Yellow Coins on the outside of the mountain.



USE THE WARPS TO KEEP RE-RUNNING THE ICE SLIDE SO YOU GET ALL ITS COINS.

## COURSE 5

## BIG BOO'S HAUNT

## ENTRY REQUIREMENT: 14 Stars

**LOCATION:** When you've collected 14 Stars, ghosts will appear in the corridor which is entered by two Starless doors in the central hallway. At the far end of the corridor, there's a door which leads to the Garden. At the far left of the Garden lurks Big Boo, with a bird cage inside him which you can see when he disappears. Bottom bounce him to free the bird. When Mario walks toward this, he will automatically be pulled into Course 5.

**DESCRIPTION:** Superbly atmospheric wind effects set the scene for this spooky level. Mario begins in the grounds of a huge Haunted House, dimly illuminated by flickering torches and baleful moon in the sky above. The Haunted House has two floors, plus an attic and water-logged basement complete with fiery, ghost-infested merry-go-round. The basement also contains a secret entrance, accessible by entering the shed to the left of the start position. Unfortunately, there's no way up from the basement so this route is normally used as an exit.

The main enemies are, of course, the ghostly and very shy Boos, but ghostly spirits can also possess normally inert objects - such as chairs, books and even a piano - which will chase Mario about with snapping teeth!

## RIDE BIG BOO'S MERRY-GO-ROUND

## STAR 2

**OBJECTIVE:** Take a trip on the Merry-Go-Round and rid it of Boos!

**GUIDE:** To the left of the start point is a wooden shack with a sign by it giving useful advice about 'Bad guys rolling their eyes'. Enter the shack and stand on the red mesh lift which will take you to the basement. Walk down two connected corridors. You will now begin to hear Merry-Go-Round music. A door on the right allows you in for some fun. Bottom bounce the small Boos and watch out for the flame jets after three have been beaten. Big Boo will appear when the last two Boos are vanquished. He's still quite slow, so as long as you stay on the part of the Merry-Go-Round opposite to the flame jet, it's quite easy to beat him with three bottom bounces.



BIG BOO CHASES AFTER MARIO ON THE MERRY-GO-ROUND.

## GO ON A GHOST HUNT

## STAR 1

**OBJECTIVE:** Defeat five small Boos and then Big Boo.

**GUIDE:** Go round to the back of the Haunted House and enter the back door. You will be in a room with two Boos (1, 2), kill them both either by punching them or bottom bouncing them. Exit and go around to the front of the house. Upon entering, go through the left door on the far wall. Kill the single Boo (3) and exit. Go through the right door on the far wall and cross over the disintegrating bridge. Kill the Boo (4) here and proceed through the door.

Inch along the narrow ledge and kill a fifth Boo (5). You will now hear a tune and Big Boo will appear in the House's main hallway. To defeat Big Boo, you must bottom bounce him three times. This is relatively easy as he moves very slowly. When he disappears, a Star will whizz up to the next floor. Entirely unreachable, except that a staircase will now magically appear.



A SUCCESSFUL BOTTOM BOUNCE SENDS BIG BOO INTO A SPIN!

## SECRET OF THE HAUNTED BOOKS

## STAR 3

**OBJECTIVE:** Solve the mystery of the haunted Library.

**GUIDE:** Enter the Haunted House through the front door. Go up the stairs and enter the second door on your left. Run down between the bookshelves - watch out for shooting books! - and go around to a dead-end. There are three green books sticking out from the bookshelves. You must push these home by punching them,



THE HAUNTED LIBRARY SHOOTS OUT A STREAM OF GHOSTLY BOOKS!

but if you get the sequence wrong a book will shoot out and hit you! The correct sequence is: middle book,

## FIND THE 8 RED COINS

## STAR 4

**OBJECTIVE:** Find and collect every Red Coin.

Coins can be collected in any order, but if you die then every coin you've collected is lost and must be collected again.



USE A BACKFLIP TO GET ON TOP OF THE BOOK SHELVES.



THE HAUNTED PIANO IS SURPRISINGLY FAST-MOVING FOR A THREE-LEGGED BEAST.

As above.

## RED COIN 4: Black Pit Room.

From the main hallway, enter the first door on the right. Edge around the narrow ledge and collect the Red Coin. If you fall, you'll land in the Merry-Go-Round room. Exit it and follow the corridors round to the Red Mesh Lift.

## RED COIN 5: Holey Floor Room.

From the main hallway, go up the stairs and through the first door on the left. The floor is a red mesh with numerous holes. The Red Coin is on the opposite side of the room.

Carefully tiptoe over to the Red Coin. If you fall, you'll land in the room with an eye creature. Simply exit and go back up the staircase to try again.

## RED COIN 6: Floor Trap Room.

go up the steps in the main hallway and enter the second door on the right. There's a Red Coin protected by flying books and a trapdoor in the middle of the room - walk around it to pick up the Coin.

## RED COIN 7: Coffin

protects the Red Coin. Carefully tiptoe over to the Red Coin. If you fall through, you'll land in water beside the Merry-Go-Round. Follow the corridors round to the Red Mesh Lift.

## RED COIN 8: Piano Room.

## STAR 5

Enter the front door of the Haunted House. Enter the first door on the left. The Red Coin is on the left, just under the piano. Wait for it to attack and then grab the Coin.

## RED COIN 2: Downstairs Library.

## STAR 6

Either carry on from the Piano Room or take the second door on the left in the Haunted House's main hallway. There are two Coins on top of bookshelves, protected by flying books! Use the back flip to get on top of the bookshelves and collect the coins.

## RED COIN 3: Downstairs Library.

## STAR 7

protects the Red Coin. Carefully tiptoe over to the Red Coin. If you fall through, you'll land in water beside the Merry-Go-Round. Follow the corridors round to the Red Mesh Lift.

## RED COIN 4: Black Pit Room.

## STAR 8

protects the Red Coin. Carefully tiptoe over to the Red Coin. If you fall through, you'll land in water beside the Merry-Go-Round. Follow the corridors round to the Red Mesh Lift.

## RED COIN 5: Holey Floor Room.

## STAR 9

protects the Red Coin. Carefully tiptoe over to the Red Coin. If you fall through, you'll land in water beside the Merry-Go-Round. Follow the corridors round to the Red Mesh Lift.

## RED COIN 6: Floor Trap Room.

## STAR 10

protects the Red Coin. Carefully tiptoe over to the Red Coin. If you fall through, you'll land in water beside the Merry-Go-Round. Follow the corridors round to the Red Mesh Lift.

## RED COIN 7: Coffin

## STAR 11

protects the Red Coin. Carefully tiptoe over to the Red Coin. If you fall through, you'll land in water beside the Merry-Go-Round. Follow the corridors round to the Red Mesh Lift.

## RED COIN 8: Piano Room.

## STAR 12

protects the Red Coin. Carefully tiptoe over to the Red Coin. If you fall through, you'll land in water beside the Merry-Go-Round. Follow the corridors round to the Red Mesh Lift.

## RED COIN 9: Downstairs Library.

## STAR 13

protects the Red Coin. Carefully tiptoe over to the Red Coin. If you fall through, you'll land in water beside the Merry-Go-Round. Follow the corridors round to the Red Mesh Lift.

## RED COIN 10: Downstairs Library.

## STAR 14

protects the Red Coin. Carefully tiptoe over to the Red Coin. If you fall through, you'll land in water beside the Merry-Go-Round. Follow the corridors round to the Red Mesh Lift.

## RED COIN 11: Downstairs Library.

## STAR 15

protects the Red Coin. Carefully tiptoe over to the Red Coin. If you fall through, you'll land in water beside the Merry-Go-Round. Follow the corridors round to the Red Mesh Lift.

## RED COIN 12: Downstairs Library.

## STAR 16

protects the Red Coin. Carefully tiptoe over to the Red Coin. If you fall through, you'll land in water beside the Merry-Go-Round. Follow the corridors round to the Red Mesh Lift.

## RED COIN 13: Downstairs Library.

## STAR 17

protects the Red Coin. Carefully tiptoe over to the Red Coin. If you fall through, you'll land in water beside the Merry-Go-Round. Follow the corridors round to the Red Mesh Lift.

## RED COIN 14: Downstairs Library.

## STAR 18

protects the Red Coin. Carefully tiptoe over to the Red Coin. If you fall through, you'll land in water beside the Merry-Go-Round. Follow the corridors round to the Red Mesh Lift.

## RED COIN 15: Downstairs Library.

## STAR 19

protects the Red Coin. Carefully tiptoe over to the Red Coin. If you fall through, you'll land in water beside the Merry-Go-Round. Follow the corridors round to the Red Mesh Lift.

## RED COIN 16: Downstairs Library.

## STAR 20

protects the Red Coin. Carefully tiptoe over to the Red Coin. If you fall through, you'll land in water beside the Merry-Go-Round. Follow the corridors round to the Red Mesh Lift.

## RED COIN 17: Downstairs Library.

## STAR 21

protects the Red Coin. Carefully tiptoe over to the Red Coin. If you fall through, you'll land in water beside the Merry-Go-Round. Follow the corridors round to the Red Mesh Lift.

## RED COIN 18: Downstairs Library.

## STAR 22

protects the Red Coin. Carefully tiptoe over to the Red Coin. If you fall through, you'll land in water beside the Merry-Go-Round. Follow the corridors round to the Red Mesh Lift.

## RED COIN 19: Downstairs Library.

## STAR 23

protects the Red Coin. Carefully tiptoe over to the Red Coin. If you fall through, you'll land in water beside the Merry-Go-Round. Follow the corridors round to the Red Mesh Lift.

## RED COIN 20: Downstairs Library.

## STAR 24

protects the Red Coin. Carefully tiptoe over to the Red Coin. If you fall through, you'll land in water beside the Merry-Go-Round. Follow the corridors round to the Red Mesh Lift.

## RED COIN 21: Downstairs Library.

## STAR 22

protects the Red Coin. Carefully tiptoe over to the Red Coin. If you fall through, you'll land in water beside the Merry-Go-Round. Follow the corridors round to the Red Mesh Lift.

## RED COIN 23: Downstairs Library.

## STAR 24

protects the Red Coin. Carefully tiptoe over to the Red Coin. If you fall through, you'll land in water beside the Merry-Go-Round. Follow the corridors round to the Red Mesh Lift.

## RED COIN 25: Downstairs Library.

## STAR 26

protects the Red Coin. Carefully tiptoe over to the Red Coin. If you fall through, you'll land in water beside the Merry-Go-Round. Follow the corridors round to the Red Mesh Lift.

## RED COIN 26: Downstairs Library.

## STAR 27

protects the Red Coin. Carefully tiptoe over to the Red Coin. If you fall through, you'll land in water beside the Merry-Go-Round. Follow the corridors round to the Red Mesh Lift.

## RED COIN 27: Downstairs Library.

## STAR 28

protects the Red Coin. Carefully tiptoe over to the Red Coin. If you fall through, you'll land in water beside the Merry-Go-Round. Follow the corridors round to the Red Mesh Lift.

## RED COIN 28: Downstairs Library.

## STAR 29

protects the Red Coin. Carefully tiptoe over to the Red Coin. If you fall through, you'll land in water beside the Merry-Go-Round. Follow the corridors round to the Red Mesh Lift.

## RED COIN 29: Downstairs Library.

## STAR 30

protects the Red Coin. Carefully tiptoe over to the Red Coin. If you fall through, you'll land in water beside the Merry-Go-Round. Follow the corridors round to the Red Mesh Lift.

## RED COIN 30: Downstairs Library.

## STAR 31

protects the Red Coin. Carefully tiptoe over to the Red Coin. If you fall through, you'll land in water beside the Merry-Go-Round. Follow the corridors round to the Red Mesh Lift.

## RED COIN 31: Downstairs Library.

## STAR 32

protects the Red Coin. Carefully tiptoe over to the Red Coin. If you fall through, you'll land in water beside the Merry-Go-Round. Follow the corridors round to the Red Mesh Lift.

## RED COIN 32: Downstairs Library.

## STAR 33

protects the Red Coin. Carefully tiptoe over to the Red Coin. If you fall through, you'll land in water beside the Merry-Go-Round. Follow the corridors round to the Red Mesh Lift.

## RED COIN 33: Downstairs Library.

## STAR 34

protects the Red Coin. Carefully tiptoe over to the Red Coin. If you fall through, you'll land in water beside the Merry-Go-Round. Follow the corridors round to the Red Mesh Lift.

## RED COIN 34: Downstairs Library.

## STAR 35

protects the Red Coin. Carefully tiptoe over to the Red Coin. If you fall through, you'll land in water beside the Merry-Go-Round. Follow the corridors round to the Red Mesh Lift.

## RED COIN 35: Downstairs Library.

## STAR 36

protects the Red Coin. Carefully tiptoe over to the Red Coin. If you fall through, you'll land in water beside the Merry-Go-Round. Follow the corridors round to the Red Mesh Lift.

## RED COIN 36: Downstairs Library.

## STAR 37

protects the Red Coin. Carefully tiptoe over to the Red Coin. If you fall through, you'll land in water beside the Merry-Go-Round. Follow the corridors round to the Red Mesh Lift.

## RED COIN 37: Downstairs Library.

## STAR 38

protects the Red Coin. Carefully tiptoe over to the Red Coin. If you fall through, you'll land in water beside the Merry-Go-Round. Follow the corridors round to the Red Mesh Lift.

## RED COIN 38: Downstairs Library.

## STAR 39

protects the Red Coin. Carefully tiptoe over to the Red Coin. If you fall through, you'll land in water beside the Merry-Go-Round. Follow the corridors round to the Red Mesh Lift.

## RED COIN 39: Downstairs Library.

## STAR 40

protects the Red Coin. Carefully tiptoe over to the Red Coin. If you fall through, you'll land in water beside the Merry-Go-Round. Follow the corridors round to the Red Mesh Lift.

## RED COIN 40: Downstairs Library.

## STAR 41

protects the Red Coin. Carefully tiptoe over to the Red Coin. If you fall through, you'll land in water beside the Merry-Go-Round. Follow the corridors round to the Red Mesh Lift.

## RED COIN 41: Downstairs Library.

## STAR 42

protects the Red Coin. Carefully tiptoe over to the Red Coin. If you fall through, you'll land in water beside the Merry-Go-Round. Follow the corridors round to the Red Mesh Lift.

## RED COIN 42: Downstairs Library.

## STAR 43

protects the Red Coin. Carefully tiptoe over to the Red Coin. If you fall through, you'll land in water beside the Merry-Go-Round. Follow the corridors round to the Red Mesh Lift.

## RED COIN 43: Downstairs Library.

## STAR 44

protects the Red Coin. Carefully tiptoe over to the Red Coin. If you fall through, you'll land in water beside the Merry-Go-Round. Follow the corridors round to the Red Mesh Lift.

## RED COIN 44: Downstairs Library.

## STAR 45

protects the Red Coin. Carefully tiptoe over to the Red Coin. If you fall through, you'll land in water beside the Merry-Go-Round. Follow the corridors round to the Red Mesh Lift.

## RED COIN 45: Downstairs Library.

## STAR 46

protects the Red Coin. Carefully tiptoe over to the Red Coin. If you fall through, you'll land in water beside the Merry-Go-Round. Follow the corridors round to the Red Mesh Lift.

## RED COIN 46: Downstairs Library.

## STAR 47

protects the Red Coin. Carefully tiptoe over to the Red Coin. If you fall through, you'll land in water beside the Merry-Go-Round. Follow the corridors round to the Red Mesh Lift.

## RED COIN 47: Downstairs Library.

## STAR 48

protects the Red Coin. Carefully tiptoe over to the Red Coin. If you fall through, you'll land in water beside the Merry-Go-Round. Follow the corridors round to the Red Mesh Lift.

## RED COIN 48: Downstairs Library.

## STAR 49

protects the Red Coin. Carefully tiptoe over to the Red Coin. If you fall through, you'll land in water beside the Merry-Go-Round. Follow the corridors round to the Red Mesh Lift.

## RED COIN 49: Downstairs Library.

## STAR 50

protects the Red Coin. Carefully tiptoe over to the Red Coin. If you fall through, you'll land in water beside the Merry-Go-Round. Follow the corridors round to the Red Mesh Lift.

## RED COIN 50: Downstairs Library.

## STAR 51

protects the Red Coin. Carefully tiptoe over to the Red Coin. If you fall through, you'll land in water beside the Merry-Go-Round. Follow the corridors round to the Red Mesh Lift.

## RED COIN 51: Downstairs Library.

## STAR 52

protects the Red Coin. Carefully tiptoe over to the Red Coin. If you fall through, you'll land in water beside the Merry-Go-Round. Follow the corridors round to the Red Mesh Lift.

## RED COIN 52: Downstairs Library.

## STAR 53

protects the Red Coin. Carefully tiptoe over to the Red Coin. If you fall through, you'll land in water beside the Merry-Go-Round. Follow the corridors round to the Red Mesh Lift.

## RED COIN 53: Downstairs Library.

## STAR 54

protects the Red Coin. Carefully tiptoe over to the Red Coin. If you fall through, you'll land in water beside the Merry-Go-Round. Follow the corridors round to the Red Mesh Lift.

## RED COIN 54: Downstairs Library.

## STAR 55

protects the Red Coin. Carefully tiptoe over to the Red Coin. If you fall through, you'll land in water beside the Merry-Go-Round. Follow the corridors round to the Red Mesh Lift.

## RED COIN 55: Downstairs Library.

## STAR 56

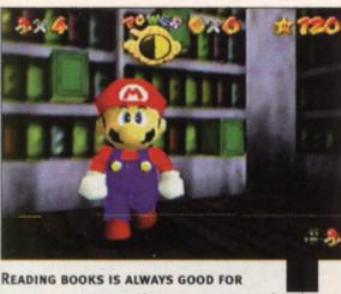
protects the Red Coin. Carefully tiptoe over to the Red Coin. If you fall through, you'll land in water beside the Merry-Go-Round. Follow the corridors round to the Red Mesh Lift.

## RED COIN 56: Downstairs Library.

## STAR 57

protects the Red Coin. Carefully tiptoe over to the Red Coin. If you fall through, you'll land in water beside the Merry-Go-Round. Follow the corridors round to the Red Mesh Lift.

## RED COIN 57: Downstairs Library.&lt;/



READING BOOKS IS ALWAYS GOOD FOR YOU, AS LONG AS THEY'RE THE RIGHT ONES!

right book, left book. When you complete the sequence, you'll hear a little tune. The bookcase before you will disappear and a secret passage will be revealed, leading directly to the Star.



FORTUNATELY, THE ONLY THING IN THESE COFFINS ARE RED COINS.

Room.  
From the main hallway, go up the stairs and enter the first door on the right. Avoid the Spinning Eye and enter the room on the right. There are six coffins, which will rise up if you stand near the bottom of them. One Red Coin is under the first coffin on the right.

#### RED COIN 6: Coffin Room.

As above. The final Red Coin is located under the second coffin on the left.

The Star will now appear on the left of the landing in the main hallway.



MARIO TREADS CAREFULLY IN THE HOLES FLOOR ROOM.

## BIG BOO'S BALCONY

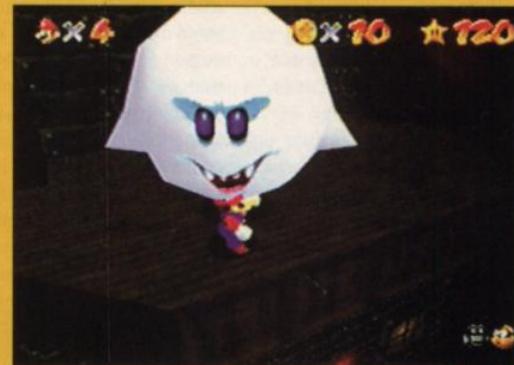
### STAR 5

**OBJECTIVE:** Defeat Big Boo on his balcony lair on top of the Haunted House.

**GUIDE:** Go upstairs to the first door on the right, there's a raised platform with a ledge to the left. You must leap against the wall and Wall Jump off it to reach the ledge. You can now go through to a room with a Blue Coin Box. Go through the door to meet Big Boo on a ledge. He's noticeably faster and more intelligent than previously – he's finally learning – so be careful. One tactic is to stand with your back to him, wait until he gets close, then backflip over him and punch his rear. He drains 3 Energy Units with a single hit, so remember the Blue Coin Box in the previous room. Although going back will reset the Big Boo's energy, it might be worth it if you're about to die yourself. The Big Boo must be hit three times to be defeated. When hit he sometimes gets confused, don't hesitate to follow up with more attacks! When he dies, a Star will appear and zoom up to the top of the roof.

To get to the Star, run and jump onto the roof. Now keep jumping and running until you get onto a narrow flat

strip on top of a mini-roof protruding from the main roof. Now walk along the narrow strip to the main roof and run/jump up until Mario lands on another narrow strip which runs the length of the main roof. Tiptoe along this to the middle, then walk down to get the Star. (The Yellow Exclamation Box contains an extra life.)



DEFATING BIG BOO IS EASY, IT'S LEAPING ON TO THE ROOF WHICH TAKES REAL SKILL AND PRECISION!

## EYE TO EYE IN THE SECRET ROOM

### STAR 6

**OBJECTIVE:** While wearing the Vanish Cap Mario must find the secret attic room.

**GUIDE:** This Star can't be collected without activating the Blue Switch Palace. Go up the stairs from the main hallway, then enter the second door on the right. Walk through this room into the next one where you'll find the Blue Exclamation Box. Collect the Vanish Cap from this and quickly run back to the next room. Use the Wall-Jump trick to get onto the wooden platform and run into the next room. There's a huge portrait of a Big Boo hanging in the attic. Like a real Boo, it's shy and won't let Mario through its secret passageway when Mario is visible. But if Mario's wearing his Vanish Cap, the Boo will let him through into a small room occupied by a large eye



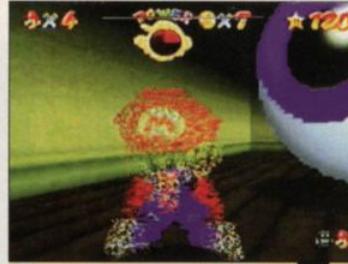
enemy. When it sees Mario, this enemy will fire a stream of purple bubbles (1 energy unit). Rather more hazardous is touching the eye (2 energy units). The only way to defeat him, is to run around him in circles until he spins into oblivion! If you do take damage, there's a small boo in the room (containing one blue coin) and a Blue Exclamation Box lets you (briefly) return to the Attic and use its Blue Coin Box for more energy in your fight. The Star will appear where the Eye is defeated.



A SMALL BOO CHASES MARIO AROUND THE SPINNING EYE.



TO FIND THE BLUE EXCLAMATION SWITCH, TRY DRAINING THE MOAT.



WEARING THE VANISH CAP, MARIO CAN ELUDE THE EYE'S LETHAL GAZE.



A YELLOW EXCLAMATION BOX SHOWERS MARIO IN VITAL COINS.

## COLLECT 100 COINS

### STAR 7

**OBJECTIVE:** Find and collect 100 Coins (or equivalent).

**GUIDE:** As always, the method for collecting the 8 Red Coins (Star 4) is a good starting point. It's also worth bearing in mind that if you select Star 1 when entering the Course, the staircase won't appear in the Ghost House. Note the high number of coins from defeating enemies, the boos on the merry-go-round in the basement are a particularly rich source.

**MAXIMUM COIN SCORE:** 151 Yellow Coins (or equivalent)

It's recommended to collect the 100 Coins using the Star 4 Objective, this is particularly true as Star 1 removes the staircase.

8 Red Coins (16 Yellow Coins)

11 Yellow Coins from destroying 3 wooden crates

10 Yellow Coins in Yellow Exclamation Blocks

94 Yellow Coins (9 Yellow, 17 Blue) from enemies

4 Blue Coins (20 Yellow Coins) from Attic Blue Block

## COURSE 6

## HAZY MAZE CAVE

**ENTRY REQUIREMENT:** First Big Key (See Bowser World One)

**Location:** Castle Basement. Enter one of the two central doors in the Castle foyer, go immediately down the nearby staircase and open the door using the Big Key. Go down the marble steps and into the green sewer area. Go through the first door and go right. Keep going forward until you're before a fire picture. Don't enter this but turn right. You'll see a door with a Yellow Star on it. Go through the door and jump into the liquid metal pool.

**DESCRIPTION:** This course is one of the most varied in the entire game with three distinctly different areas: the poison gas-filled Hazy Maze Caves themselves, an Underground Lake (complete with stunning Loch Ness Monster) and plenty of 'under construction' areas clad in lots of red scaffolding. Fortunately, there are lots of maps scattered around the Course, artfully spray-painted on various walls, so it's not difficult to navigate around this huge and challenging Course. There's also a Green Exclamation Switch to find.

## SWIMMING BEAST IN THE CAVERN

## STAR 1

**OBJECTIVE:** Use the Loch Ness Monster-like Sea Dragon to collect a Star.

**GUIDE:** As soon as you enter the Course, you'll see a map before you. Study it briefly and you'll see you can reach the Underground Lake by going either left or right, but the left route is the most direct. To do this you must be able to Long Jump (while running forward, briefly squeeze Z to perform this move). The pit in front of you can only be crossed by using the Long Jump. If you mis-time it, and simply slide over the edge, there are two steps to catch your fall. You'll need to do a back flip (crouch using Z and then jump) to get out.

Once across the pit, Mario will appear on some red scaffolding by the Black Hole. Walk to the right (watching out for bats and an orange spider), then jump onto the broad green path. Be careful not to land on the brown area, which is slippery and can carry you into the Black Hole. Watch out for the huge Rolling Rocks as you make your way up the path – there are some Yellow Coins on the left if you need to boost your energy. There's a door on the right at the end of the path. You'll enter a room with a Yellow Exclamation Box (containing an extra life!). Use the big Elevator to take you down to the Underground Lake. Follow the path and jump into the water. Swim toward the blue Beast and jump out of the water onto his back – don't worry, he won't harm you. The Beast will usually take you to the central island, but if it doesn't, bounce on its back to make it lower its neck. You can now walk up and stand on its head. Whichever way Mario looks, the Beast will move. The central island is illuminated by a shaft of light. Jump off the beast onto it to collect six Yellow Coins and Star One!



DESPITE ITS NAME, THE SEA DRAGON COULDN'T BE A FRIENDLIER CRITTER.



WHATEVER DIRECTION MARIO LOOKS, THE SEA DRAGON SWIMS TOWARD.

## ELEVATE FOR 8 RED COINS

## STAR 2

**OBJECTIVE:** Find and collect every Red Coin.

**GUIDE:** Take the right corridor from the start, watching out for Orange Spiders and flame. Go through the door and you'll enter the Work Elevator room. Slide down the pole to begin!

On the left huge green steps lead to the Work Elevator. It has four direction arrows and will move accordingly when Mario stands on one. The Elevator will continue moving until it hits something, and then it will automatically move in the opposite direction. The only way to stop it, is for Mario to Bottom Bounce it without hitting one of the Direction Arrows – a little tricky when it's moving at the time. There are also



THE CHECKERBOARD PLATFORM CARRIES MARIO TO THE LAST COINS.

various structures such as a rectangular barrier which is at just the right height to knock Mario off. If he does fall, he won't lose any energy and the Elevator will automatically return to its normal position. Fall from a slightly higher position, when jumping for example, and you will lose energy. Save the Orange Spiders until you need their Yellow Coins to boost your energy.

If you move forward and then left, you'll find two wooden crates containing Red Coin 1 and Red Coin 2. Further forward is a third wooden crate with Red Coin 3. You can reach this either by going forward (Mario must leap over an iron barrier) or going back to the start and then going right and forward. To the left of this crate is a green ledge with Red Coin Four. Mario can set the platform bouncing between it and a grey stone pillar while he collects the coin.

The remaining Red Coins are higher. Go back to the start and move the Work Elevator left and forward to it touches a grey pillar and some red scaffolding. Keep standing on the left button so it keeps pushing against the scaffolding. Now jump onto the green ledge with a pole. Shin up this and jump onto another, smaller green ledge. Now get onto a small checkerboard platform. This will immediately begin to move following a line of small black balls.

## METAL-HEAD MARIO CAN MOVE!

## STAR 3

**OBJECTIVE:** Activate Underwater Lake's switch wearing Metal Cap.

**GUIDE:** Return to the Underwater Lake using the same route as for Star One. If you've activated the Green Exclamation Switch, a Metal Cap power-up will be available at the entrance to the Underwater Lake where you get off the elevator. As soon as you get the Metal Cap, run along the dark brown coloured path. Don't jump into the water, it will slow you down, just run



TO GET THE METAL CAP, EXPLORE THE UNDERGROUND LAKE.

into it and keep following the path around. It leads to a Purple Exclamation Switch which can only be activated when the Metal Cap gives you the weight to push it down. Now go up out of the water and go through the gate which has opened in the red scaffolding. Go through the door. You'll be in a narrow corridor with Star 3 at its end. Unfortunately, there are two large gaps in the floor which can only be crossed by using Long Jumps. It's best to go for the Star as soon as you enter. If you hesitate, orange spiders will start popping out of the gaps to complicate things further.



TWO LONG JUMPS AND IT'S BEST NOT TO LOSE SPEED BY PAUSING IN THE MIDDLE.



MARIO SMASHES A CRATE TO SMITHEREENS FOR RED COIN 1.

Jump onto and then off the first wooden crate (or simply punch it) and you'll be carried to Red Coin Five. The platform will now move around to a lump of green rock. Jump on and off for Red Coin Six. The platform now takes you to a large floating green ledge with Red Coin Seven and Red Coin Eight. If you jump back on the platform it will take you back to the start before resuming its path as before. Slide down the pole, then drop down to collect Star Two from the center of the room!

An alternative method is to begin with the higher coins first. To do this, when you enter climb up the pole and then backflip over the red scaffolding to the second pole which Mario can shin up to checkerboard platform.



FIND THIS DIP IN THE FLOOR AND DO A BACKFLIP TO...

## NAVIGATING THE TOXIC MAZE

### STAR 4

**OBJECTIVE:** Find the Hazy Maze's Secret Exit.

**GUIDE:** From the start, go right and open the door to enter the Work Elevator Room. Slide down the pole, then take the second entrance on the left. There's a map and sign-post if you're unsure. Go through the door at the end of the corridor to enter Hazy Maze. Before you actually go through, there's small anteroom with a map and two signs. Study these. Now

## A-MAZE-ING EMERGENCY EXIT

### STAR 5

**OBJECTIVE:** Find the Second Secret Exit.

**GUIDE:** Enter the Hazy Maze as with



THIS SOLITARY MOLE IS A GOOD MARKER, NOTE DOOR ABOVE AND BEHIND HIM.

## WATCH FOR ROLLING ROCKS

### STAR 6

**OBJECTIVE:** Reach hidden Star near *Raiders Of Lost Ark* scene.

**GUIDE:** Return to rolling boulders area using the same route as for Star One. The metal exit door is at the end of a short, narrow corridor. If you look up you'll be able to see two openings in the walls. The one you want is on the right, that's where Star 6 is. To get up there, you need to Wall Kick off the right wall, onto the left and back right hopefully onto the platform. Keep your nerve with calm, measured button presses and it's easy!

drop down the hole. The yellow toxic gas drains energy very rapidly, so quickly move forward onto a slight rise where there's a Green Exclamation Box. Get the Metal Cap, which will protect you against both enemies and the gas. Follow the left wall around until the floor dips markedly. Go up out of this dip so Mario's back is against the wall. Crouch and do a Backward Somersault to land in a small cave. There's a steel door at the end of this. Be ready for fast-moving flame and a bat, fortunately there also six Yellow Coins to boost energy. Avoid the baddies and jump on the elevator. This will take you to Star Four.



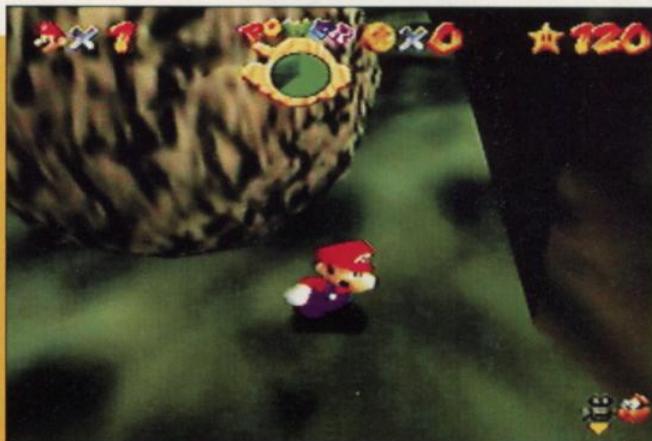
... LAND IN THIS SECRET CAVE WITH A DOOR LEADING TO STAR FOUR.



JUMP OFF THE POST AND GRAB HOLD OF THE MESH.

Star Four. Use the Green Exclamation Box as before and again follow the left wall around. This time watch out for a single mole hole. Standing on it you'll be able to see another small square cave with a steel door (before the one for Star Four). Go forward and use the

Backwards Somersault to enter the cave. Go through the door, watching out for bats and flame. Ride the elevator up and exit the room. You'll now be on some red scaffolding above the Black Hole. There's more scaffolding above, and Mario can climb along it using the A button to hold on. Mario can use the double jump to reach the scaffolding, or even jump off the sign. A strip of red scaffolding leads directly to Star Five, simply clamber there and drop onto the ledge to collect it. (There's also an extra life in the Yellow Exclamation Box, follow the middle strand of red scaffolding to get there).



MARIO RUNS FOR HIS LIFE IN THIS FUN HOMAGE TO *RAIDERS OF THE LOST ARK*. THE STAR IS IN A CORRIDOR AT THE TOP OF THIS SECTION.



AS USUAL, THE EIGHT RED COINS ARE ESSENTIAL FOR STAR 7.



DON'T FORGET THESE COINS!

## COLLECT 100 COINS

### STAR 7

**OBJECTIVE:** Find and collect 100 Coins (or equivalent).

**GUIDE:** Since this Course doesn't change depending on the Star objective, any will do as a starting point.

**MAXIMUM COIN SCORE:** 138 Yellow Coins (or equivalent)

46 Yellow Coins out in the open.

41 Yellow Coins won by defeating enemies.

7 Blue Coins (35 Yellow Coins) from a Blue Block in the Hazy Maze.

8 Red Coins (16 Yellow Coins) located as above (Star 2).

**Note:** Do not enter the Metal Cavern as this will reset your Coin Count!



YOU MIGHT THINK THERE AREN'T THAT MANY NEW NINTENDO 64 GAMES OUT IN THE SHOPS - AND YOU'D BE RIGHT, BUT FORTUNATELY WE'RE HERE TO SHOW YOU EVERYTHING THAT'S JUST AROUND THE CORNER. NINTENDO IS HOPING FOR OVER 100 GAMES BY CHRISTMAS AND JUDGING BY THIS LITTLE LOT - THEY COULD BE RIGHT!

## PREVIEW SCREENINGS

THE VERY FINEST NINTENDO 64 GAMES DUE TO ARRIVE SOON ARE DISECTED RIGHT HERE...



### MOTHER 3

[78] The N64's first 64DD game - it's not *Zelda*, but it's still an epic adventure in its own right!



### DUKE NUKEM

[80] "Come get some!" Duke is here and we've actually played the N64 version!



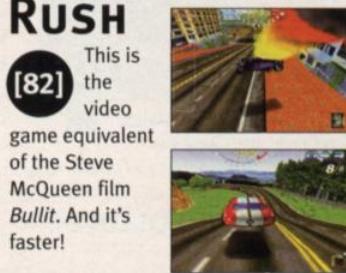
### Secrets & Lies

NINTENDO RUMOURS FROM AROUND THE GLOBE...

↳ *Turok 2* is apparently well under way, with Acclaim knowing that they have a winner on its hands as soon as the first reviews appeared in America. The sequel should be out

### SAN FRANCISCO RUSH

[82] This is the video game equivalent of the Steve McQueen film *Bullit*. And it's faster!



### MULTI RACING CHAMPIONSHIP

[83] By far the most exciting new racing game to hit the N64, MRC is almost here.



### SILICON VALLEY

[84] The weirdest game ever to appear on any system SV will warp your mind!



### MISSION IMPOSSIBLE

[88] The film was a bit of a nightmare to follow, but this looks fantastic...



### GOEMAN 5

[90] If you liked the *Mystical Ninja* games on the Super NES then you'll love this. The N64 version.



for the end of this year. Let's hope it will have a few more dinosaurs, eh?

↳ Namco is currently working on a new beat-'em-up exclusively for Nintendo 64 but it is NOT a Tekken game, as that is solely for the PlayStation.



## CLAY FIGHTER EXTREME

[92] One-on-one fighting with characters made from clay. Interplay arrives on N64!



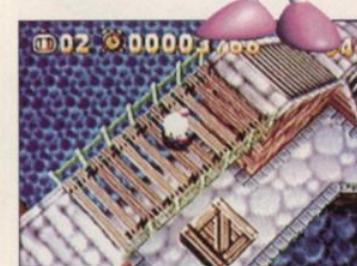
## DORAEMON

[93] It may feature a blue robotic cat as the central character, but it's still got Mario worried.



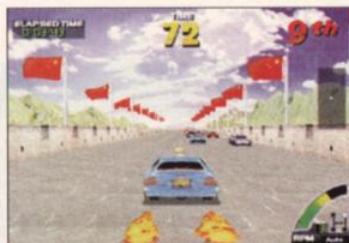
## BOMBERMAN 64

[93] The greatest multi-player game of all time arrives on the N64, but wait a minute – it's an isometric platform game – what's going on?



Europe may indeed be finally getting the cool coloured N64 joypads that were released in Japan with the system.

We've heard some worrying news for third party controller manufacturers. Apparently each



## CRUIS'N WORLD

[94] Can this be any better than the horrid USA-based game? Let's hope so...



## MACE: THE DARK AGES

[94] Proof positive that the N64 can handle Tekken 2 style beat-'em-ups!



## HOT FIVE

FIVE N64 GAMES WE SIMPLY CANNOT WAIT FOR.

1. ZELDA 64
2. MULTI RACING CHAMPIONSHIP
3. MISSION IMPOSSIBLE
4. QUAKE
5. DUKE NUKEM 3D



## COMING SOON (TO AN N64 NEAR YOU...)

THE FULL LIST OF NINTENDO 64 GAMES IN PRODUCTION ALL AROUND THE WORLD.

Aero Fighters Assault (Paradigm)  
Bio Freaks (GT/Midway)  
Blade & Barrel (Kemco)  
Body Harvest (Nintendo)  
Bomberman 64 (Hudsonsoft)  
Buggie Boogie (Nintendo)  
Chameleon Twist (Nihon)  
Clay Fighter 63 1/3 (Interplay)  
Command and Conquer (Virgin)  
Condemned (Acclaim)  
Creator (Nintendo)  
Cruis'n World (Midway)  
Dark Rift (Vic Tokai)  
Deadly Honor (TecMagik)  
Doom 64 (GT)  
Doraemon (Epoch)  
Duke Nukem 3D (GT Interactive)  
Extreme (Acclaim)  
F-1 Pole Position (Ubi Soft)  
F-Zero 64 (Nintendo)  
Final Doom II (Midway)  
Force Pak Accessory (Nintendo)  
Freak Boy (Virgin)  
Go! Go! Trouble Makers (Enix)  
Goldeneye 007 (Nintendo)  
HED (Ubi Soft)  
Hexen 64 (GT Interactive)  
Human Grand Prix (Human)  
International Superstar Soccer 64 (Konami)  
J-League Dynamite Soccer (Imagineer)  
Joust 64 (GT/Midway)  
Lamborghini 64 (Titus)  
Legend of Zelda 64, The (Nintendo)  
Lode Runner 64 (Bandai)  
Lost World (Dreamworks)  
Mace: The Dark Age (Midway)  
Mission: Impossible (Ocean)  
MK Mythologies (Midway)  
MLB Featuring Ken Griffey Jr. (Nintendo)  
Mother 3 (Nintendo)  
Mr. Tank (GT Interactive)  
Pebble Beach Golf (T&E)  
Quake 64 (Midway)  
Quarterback Club '98 (Acclaim)  
Raze (Interplay)  
Rev Limit (Seta)  
Robotech: Crystal Dreams (Gametek)  
Robotron X (Midway)  
Rotor Gunner (TecMagik)  
San Francisco Rush (Midway)  
Silicon Valley (DMA)  
Space Station: Silicon Valley (BMG Entertainment)  
Star Fox 64 (Nintendo)  
Superman: The Animated Series (Titus)  
Tetrisphere (Nintendo)  
Top Gear Rally (Kemco)  
Turok 2 (Acclaim)  
Ultimate Racer (Acclaim)  
Ultra Combat (GT Interactive)  
Ultra Descent (Interplay)  
War Gods (Midway)  
Wayne Gretzky's 3D Hockey 2 (Midway)  
WCW Wrestling (T-HQ)  
Wild Choppers (WWF Wrestling (Acclaim)  
Yoshi's Island 64 (Nintendo)  
Zelda 64 (Nintendo)

We say: Look at all these games!



**MOTHER 3**, not *Zelda 64* **WILL** be the first **64DD** game.

What does it have to **OFFER**?

# MOTHER 3



**78**  
THE *MOTHER* SERIES (AS IT'S known in Japan – it's *Earthbound* here and in the States) was developed by Shigesato Itoi and Benimaru Itoh. Itoi was working for Nintendo's marketing machine when he suggested the idea



LIKE *ZELDA*, *MOTHER 3*'S WORLD IS FULL OF TOWNS TEAMING WITH INTELLIGENT CHARACTERS, ALL OF WHOM YOU CAN TALK TO. THEY EVEN HAVE PETS!



*MOTHER 3*'S ENVIRONMENT IS LIKE *ZELDA* ON HARD DRUGS. EVERYTHING IS OUT-SIZED AND MULTI-COLOURED, BUT IT STILL PLAYS LIKE AN ARCADE GAME.



YOUR PARTY COME ACROSS A MYSTERIOUS METAL PIPELINE IN THE MIDST OF THE JUNGLE. THE LANDSCAPE AND CHARACTERS IN *MOTHER 3* ARE ALL LIGHT SOURCED.



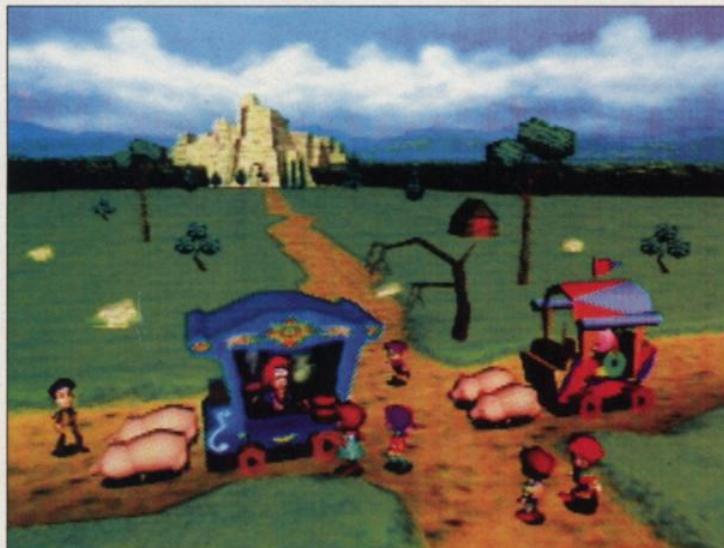
for the original *Mother* game on the Super NES, and even now he is still doing some creative work for the *Star Fox 64* TV commercial in Japan. Itoi is a well respected Manga artist in Japan and was commissioned to give the *Mother* series its distinctive look.

The original *Mother* was a cartoony adventure aimed more at children and it sold buckets in its native Japan, but never fully took off in the West. However *Mother 2* received critical acclaim because of its innovative story which concerned a mysterious

meteorite than lands in the central character's garden and turns all the surrounding populace into zombies.

*Mother 3* is more subdued and uses a similar game engine to *Mario 64* to create fully three-dimensional worlds in the same way *Doraemon* has

***Mother 3* now has a more hard edged ga**



ALTHOUGH *MOTHER 3* IS A LOT LESS CHILDISH THAN THE FIRST TWO GAMES, YOU STILL GET ULTRA COLOURFUL GRAPHICS AND TONS OF WEIRD CHARACTERS.



THE EVIL ENEMIES IN *MOTHER 3* (DETAILS NOT YET CONFIRMED) ARE SHOWN HERE RUMBLING ACROSS THE PREVIOUSLY COLOURFUL LANDSCAPE WITH THEIR WAR MACHINES.

# Mother 3



managed to.

Gone is the twee atmosphere and world of the second game and *Mother 3* now has a more hard edged game environment, with hundreds of characters to interact with (sadly no speech, but Itoi is working on sampling various grunts and human noises made by his team), and the whole game has far more textures and detail than ever before.

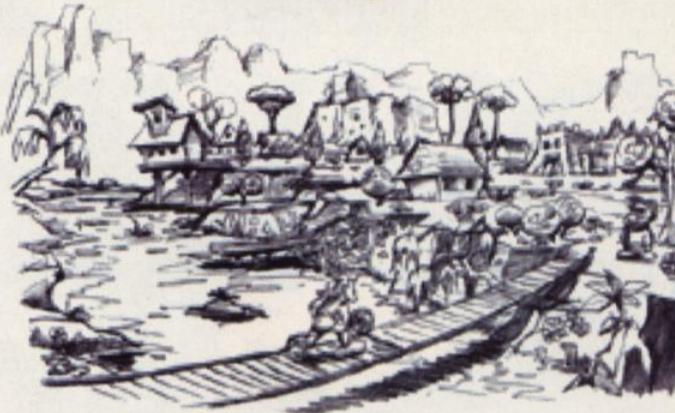
But the big news is of course the media than *Mother 3* will come on. Instead of the original cart, you can now expect it to be one of the first 64DD games which incorporates a re-writable disk drive system instead of a ROM cart. This means that as well as being able to save your progress, it will also keep

track of who you have spoken to, what changes you have made to the scenery (blowing up bridges, pulling switches etc), and also how far through you are and whether it is night/day, winter/summer.

The potential of the 64DD is awesome, but when will it arrive in the UK? What it certainly means is that *Mother 3* will be one of the biggest RPGs ever created – on a par with Squaresoft's *Final Fantasy VII* on the PlayStation which runs on three CDs.

*Mother 3* is certainly one of the Nintendos 64's heavyweight titles, but with its reliance on the unproven 64DD technology, is it destined to be delayed again and again?

P<sup>64</sup>



BENIMARU ITOH IS A FAMOUS MANGA ARTIST AND BEFORE THE PROGRAMMING OF *MOTHER 3* BEGAN, HE CREATED HUNDREDS AND HUNDREDS OF SKETCHES OF WHAT THE WORLD WOULD LOOK LIKE.



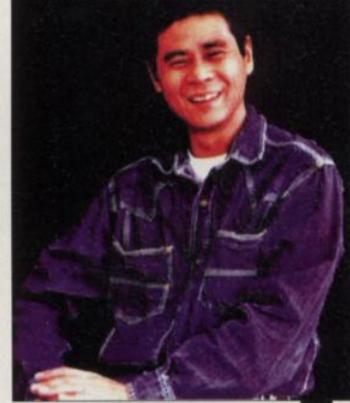
AS YOU CAN SEE, THE NUMBER AND VARIETY OF CHARACTERS IN *MOTHER 3* IS ASTOUNDING, EACH ONE IS MADE UP OF OVER 500 POLYGONS AND PERFECTLY TEXTURED. THEY EVEN HAVE FACIAL EXPRESSIONS FOR GAWD'S SAKE.



## environment



BENIMARU IS THE GRAPHIC ARTIST RESPONSIBLE FOR GIVING THE *MOTHER* SERIES ITS DISTINCTIVE LOOK. PREVIOUSLY HE WORKED ON MANGA.



LOOK IT'S SHIGESATO ITOI, THE CO-CREATOR OF THE *MOTHER* SERIES AND BIG FAN OF DENIM.

Prospects: *MOTHER 3* LACKS THE REPUTATION OF *ZELDA*, BUT IT LOOKS TO BE EVERY BIT AS GOOD. THE UNKNOWN FACTOR IS 64DD THOUGH.

We say: Mum knows best!

79

Ninformation

Publisher:  
Developer:GT Game Type:  
Origin: RavenShoot-'em-up Release Date: June (Imp) Sept (UK)  
UK Price: £TBA

# DUKE NUKE

Go ahead, **MAKE** his day!



CURIOUSLY ONE OF YOUR ARMS IS MISSING WHEN YOU USE THE ROCKET GLOVES IN THE N64 VERSION, BUT THEY STILL FIRE OFF HUNDREDS OF EXPLOSIVE PROJECTILES A SECOND. THIS IS ONE OF THE LAST WEAPONS TO BE FOUND.



comic shops, discos, a submarine, and even a strip club. *Duke* brought the *Doom* genre out of the toilet and into the real world. Then of course there was the unbeatable multi-player mode.

The good news is that *Duke* on the N64 is far better than the PC because you get enhanced graphics, more colours, greater detail and smoother textures, plus an incredible four player split screen mode for deathmatches and co-operative adventures.

**PREPARE FOR A SHOCK.** 64 Magazine is the only Nintendo mag to have played the actual N64 version of *Duke Nukem* at the time of going to print. And the good news is that this game is fantastic.

*Duke Nukem 3D* was a monster hit on the PC, and it's not difficult to see why. Whereas *Doom*, *Quake*, *Hexen* et al, were all set in the same dingy corridors and Satanic halls, the copious gun battles in *Duke Nukem 3D* took place in recognisable places, like

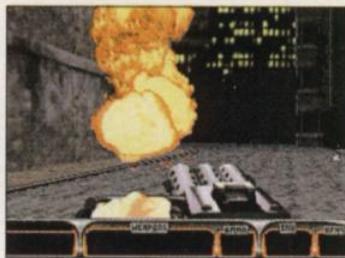


THE FIRST LEVEL SET IN A CITY CENTRE IS CRAWLING WITH PIG-FACED POLICE, AND SOME EVEN HAVE ROCKET BIKES. DUKE'S FLEXIBLE GAME ENGINE ALLOWS YOU TO CLIMB ALMOST ANYWHERE, AND HERE YOU'RE OUT ON THE LEDGE OF A SKYSCRAPER. WHERE'S HITCHCOCK WHEN YOU NEED HIM?

without a doubt the most anti-



DUKE'S SPLIT SCREEN MODE IS ONE OF ITS MOST IMPRESSIVE FEATURES AND PROMISES TO OFFER JUST AS MUCH FUN AS THE PC VERSION.



THE TEXTURES HAVE BEEN SMOOTHED OUT FOR THE N64 VERSION GAME, AND MORE COLOURS ARE ALSO EVIDENT. HERE DUKE BRANDISHES THE AWESOME MINI-GUN.

# M 3D

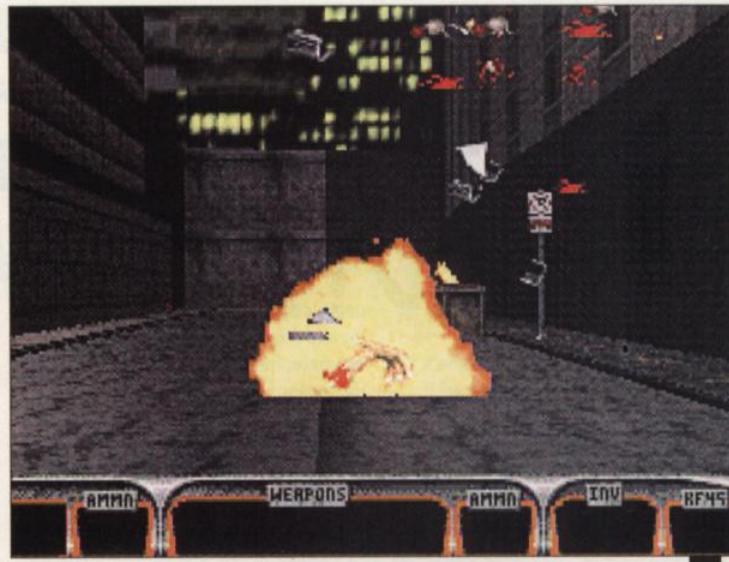
just in time to see masses of enemy pigs in uniform stalking you in the shadows.

Your group fans out and lets rip with mini guns, a rocket launcher, a shrink ray (which allows you to literally 'step' on your miniature foes!) and a pump action shotgun. You don't even leave the statues standing...

Everything in *Duke Nukem* is interactive, and so as you continue your assault, the walls become peppered with bullet holes, and all objects in the immediate vicinity are blown to smithereens. This, matey, is multi-player gaming, and it gets even more intense when it's a human being you're hunting.



YOU WANT SOME? THE SHOTGUN IS ONE OF THE MOST SATISFYING WEAPONS BUT IT TAKES TIME TO RELOAD. AS YOU CAN SEE, YOU DON'T JUST FIGHT HUMANOIDS IN DUKE NUKEM, OH NO, IT'S INVADERS FROM MARS TIME!



THE PIPE BOMB IN ACTION. FIRST PLANT THE BOMB IN A PLACE WHERE YOU KNOW AN ENEMY IS ABOUT TO WALK, AND THEN STAND BACK BEFORE SETTING IT OFF. KA-BOOM! INSTANT BODY PART TRIFLE!

Control is different from *Turok*, which is a shame because like the PC keyboard layout for the original *Doom*, there is something inherently right about *Turok*'s set-up. Instead you walk around using the analogue stick, and look up and down with the yellow buttons. This means it's not as easy to react quickly to an enemy who is not on your level. Perhaps the controls will be redefinable in the final version?

*Duke* also contains many innovative features which *Quake*, for example, has still not attempted to imitate. Every level has security cameras which can be tapped into to see the dangers ahead or keep track of other players in the deathmatch mode. You also get jet-paks for aerial attacks, infra-red goggles, pipe bombs which can be dropped and then detonated from a safe distance, laser traps, a holoduke which is used as a decoy, and even members of the public who can be cut

to pieces by stray gun-fire. The PC game even had erotic dancers who could be persuaded to show their assets with a little cash, but it is doubtful that Nintendo with its family image will keep in such unsavoury details. Shame.

*Duke Nukem* is without a doubt the most anticipated first person shoot-'em-up on the N64 after *Turok*, and so far we can report that it's coming along nicely. Hopefully GT will organise a visit to Software Creations so that we can show you even more of this amazing game. Expect to see a UK release in the last quarter of the year.

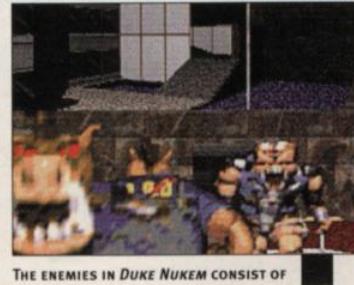


**Prospects:** WHEREAS *TUROK* WAS ALL SERIOUS, *DUKE* BRINGS MUCH NEEDED CYNICISM TO THE GENRE AND WE THINK THE FOUR PLAYER MODE WILL BE UNBELIEVABLY GOOD.

## ated first person shoot-'em-up on the N64 after *Turok*



THE VERY START OF THE GAME SEES YOU DROP FROM YOUR BURNING SHIP ONTO THE ROOF OF AN OFFICE BLOCK IN A VENGEFUL MOOD. "THOSE B\*STARDS BLEW UP MY RIDE!"



THE ENEMIES IN *DUKE NUKEM* CONSIST OF PREDATOR-STYLE ALIENS, PIGS IN POLICE SUITS AND LARGE FLOATING DEMONS. YOU DON'T HAVE A LOT OF SYMPATHY FOR THEM.



THE LAST LEVEL ENDED WITH YOU ESCAPING IN A SUB, BUT YOU ARE RUDELY AWAKENED WHEN IT IS SUNK BY A TORPEDO AND YOU MUST ESCAPE BEFORE IT FILLS WITH WATER.



THIS IS THE ROCKET CONTROL STATION WHICH DUKE USES TO GET UP INTO SPACE FOR THE FINAL BATTLE. THE GREEN STUFF IS SEWAGE.



# SAN FRANCISCO RUSH

Ninformation

Publisher:  
Developer:GT  
Game Type:  
Origin:racing  
USA  
Release Date:  
November '97  
Price:  
ETBA

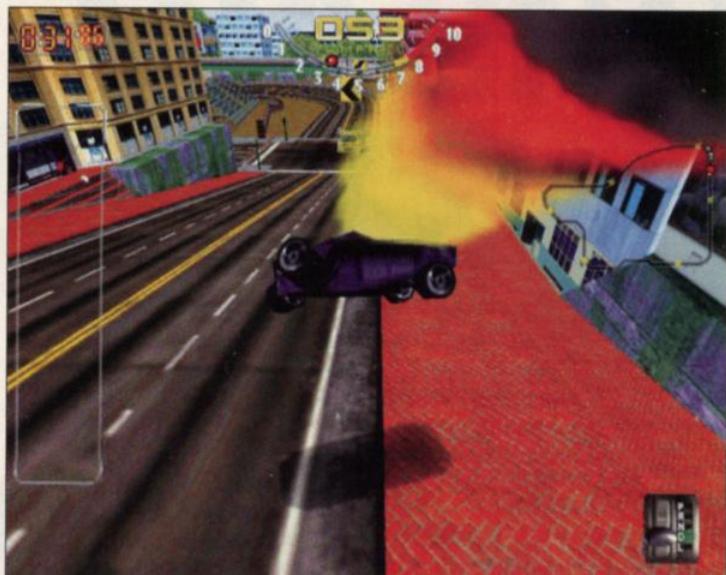
Get ready for RUSH hour!

**IT ISN'T VERY OFTEN THAT A**  
**game name actually**  
**describes what the game's**  
**about, but it's safe to say that with**  
**something called *San Francisco***  
***Rush*, it's going to involve high speed**  
**and the city of Alcatraz. Converted**  
**from the popular coin-op, *San***  
***Francisco Rush* is an adrenaline-**  
**pumping racing game set on the**  
**bumpy streets of the famous city and**  
**it should offer more thrills 'n' spills**  
**than the awful *Cruis'n USA*.**

The object is to reach the finish line before one of your seven competitors

using any route possible, and that means you can go off-road and, for example, head down into the sewers, the famous Chinatown, or drive right through Golden Gate Park by way of a short cut. Each of the cars you select at the beginning of the game has a choice of automatic or manual transmission, and during play you get three different racing views and six soundtracks – from funk to heavy metal.

Very little is known about how the N64 version will shape up compared to the coin-op, but we have heard that there will be a split screen two player



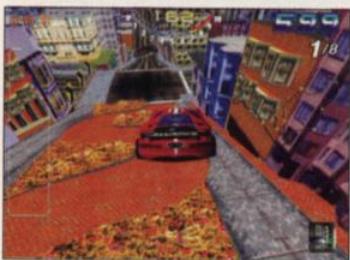
OOPS – WELL THAT'S WHAT HAPPENS WHEN YOU TRY AND DRIVE THROUGH A BUILDING! THE CRASHING SCENES ARE PARTICULARLY GOOD IN THIS GAME.



ONE OF THE SNEAKY ROUTES IN *SF Rush* IS THROUGH THE SEWERS, ALTHOUGH THEY SEEM TO BE INCREDIBLY NEAT AND FILLED WITH CARIBBEAN-STYLE SEA WATER. THAT'S TAKING WILLING SUSPENSION OF DISBELIEF A BIT FAR.



ONE OF THE THREE VIEWS AVAILABLE IN *SF Rush* IS RIGHT IN THE CAR, AND THIS LOOKS JUST LIKE THE SEGA COIN-OP, *DAYTONA*.



HURTLED THROUGH THE GARDENS MADE FAMOUS BY FILMS LIKE *BULLIT* AND *BASIC INSTINCT*, YOU SEE THE ROAD AHEAD AND REALISE THAT THIS SHORTCUT HAS PUT YOU WELL AHEAD OF THE PACK.



YOU CAN CLEARLY SEE THE DAMAGE YOU HAVE ALREADY SUSTAINED TO YOUR CAR AS YOU PLUMMET THROUGH A HOLE IN THE FREEWAY CAUSED BY A RECENT EARTHQUAKE.



THIS DODGE VIPER LOOKALIKE IS ONE OF THE BEST CARS, BUT ITS GREAT WEIGHT MAKES IT TOUGH TO HANDLE IN THE CORNERS. HERE YOU ARE RACING THROUGH GOLDEN GATE PARK.

option, although at this stage four player does seem a little ambitious given the complex city layouts and number of possible routes. This game is meant to be an accurate simulation of what the street layout is really like in San Francisco, and you wouldn't believe the amount of detail the

developers have crammed in.

As you can see from the screenshots, *SF Rush* is a good looking game, but the big question that must be addressed for the N64 version is how will the 'free play' mode affect the longevity of what is basically a very simple variant of *OutRun*? Without the constraints of having to put money in a slot, how will the developers make *SF Rush* last? We will have a more in-depth look at *SF Rush* in a couple of issue's time. Stay tuned!



Prospects: A STORMING COIN-OP WHICH THE N64'S AWESOME POWER SHOULD HANDLE NO PROBLEM.

Ninformation

Publisher: Ocean/Imagineer  
Developer: GenkiGame Type:  
Origin:Racing  
JapanRelease Date:  
Price:June '97  
£TBA

Written by Damian Butt

# MULTI RACING CHAMPIONSHIP

The N64's **FIRST** third party racing game looks...  
**FANTASTIC!**

**HAVING CONQUERED THE**  
platform and shoot-'em-up genres with *Mario 64* and *Turok*, the N64 tries its hand at racing; traditionally PlayStation territory. *Multi Racing Championship* is a *Sega Rally*-style speed-fest which boasts the most realistic in-game graphics we at 64 MAGAZINE have ever seen.

Usually the emphasis is on getting straight into the game and having the cars set-up so that any novice can have a decent run, but this is where *MRC* differs from the norm. For a start you will be able to alter many different elements of the cars themselves, including the types of tyres for different surfaces, spoiler depths, front, rear or four wheel drive, and also the settings of the engine itself – everything you will need to make the game perfect for your style of driving.

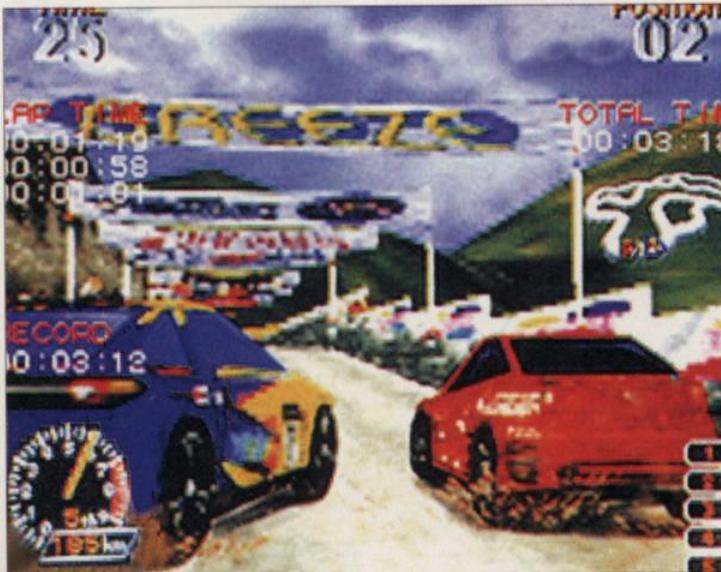
The four modes in *MRC* are: One Player Single, Grand Prix (up to 20 cars on-screen at once in a traditional

grid start), Time Trial (a ghost car appears to show you the best lap route) and Versus Mode (two players with horizontal or vertical split screen available). Obviously we are most excited about the two player game, but can developers Imagineer keep that frame rate up with such complex polygon car models to shift around?

At the moment there are only eight cars to choose from, including as you can see the Renault Megane, Ford Escort and an Alfa 145, and the



COURSES ARE MULTI-LAYERED AND  
INCLUDE TUNNELS, MUDDY SECTIONS AND  
FORDS TO CRASH THROUGH!



WITH THIS MUCH DETAIL ON-SCREEN AT ONCE, CAN *MULTI RACING CHAMPIONSHIP* KEEP THE ALL-IMPORTANT FRAME RATE UP?



OFF! THE INEVITABLE SNOW COURSE REARS ITS HEAD; BRINGING WITH IT ICY CONDITIONS AND END-OVER-END CRASHES. OH YES.

number of courses is not yet finalised. What is clear is that surfaces and weather conditions will change and you will be able to stir up the dust and



SO FAR THIS IS THE MOST USED SCREENSHOT OF THIS GAME. YOU'LL FIND IT IN ALL OTHER NINTENDO MAGAZINES BECAUSE IT SHOWS OFF THE DETAIL OF THE CARS PERFECTLY.

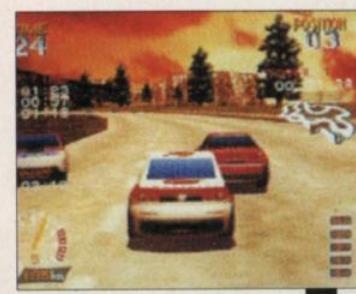


LOTS OF AERIAL SHENANIGANS, PLENTY OF CHANCES TO CRASH A £200,000 RALLY CAR, BUT NO NEWS ON WHETHER THERE WILL BE ACTIVE DAMAGE.

mud as you hammer round the tracks at full pelt. So far we have not seen a cockpit mode, which would be a major mistake, but the external shots promise a game which is arcade quality.

*MRC* will be the first real racing game for the N64, beating *Top Gear Rally* by a few months, and although June is a Japanese release, expect something official in the winter. Full import review next issue.

P64



AMAZINGLY, THE SPEED OF THIS GAME NEVER LOWERS, EVEN WITH SUCH COMPLEX CARS ON-SCREEN AT ONCE.

**Prospects:** FORGET THE CHILDISH CARTOON *MARIO KART* – TRY A *SEGA RALLY BEATER* INSTEAD! WORTH SAVING FOR.

Ninformation



Car-S

64 M.

Memory

YES

Publisher:  
Developer:BMG  
DMA Game Type:  
Origin:Weird  
UK Release Date:  
Price:Xmas '97  
£TBA

# SILICON VALLEY

Maybe they are **SANE** and we're all **MAD**.

Ever **THINK** about that?



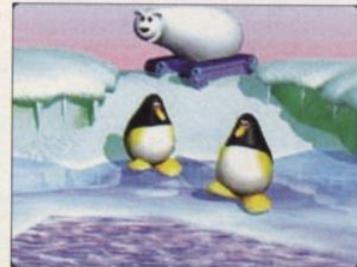
**TALLY HO!** EVO TURNS INTO A SPITFIRE FLYING FOX AND ATTACKS THE LOCAL SHEEP POPULATION WITH HIS MACHINE GUNS. SANE IT AIN'T.



FROM THIS FIRST PERSON PERSPECTIVE, *SILICON VALLEY* LOOKS A LOT LIKE THE CLASSIC GAME *SENTINEL*. NICELY DETAILED THOUGH.

**THE FOLKS AT DMA DESIGN IN**  
Dundee are mad. Barking. Raving. A bit weak in the head. Why? Because *Silicon Valley* can only be the product of deranged minds. Listen to this list of 'features': swim like a horse, laugh as small creatures drown, an armour-piercing tortoise, llamas with chainsaws, polar bears with caterpillar tracks, and foxes with rockets. This is no ordinary game, but it could be the most fun we've had on the N64 since the four player *Star Fox* came in.

The plot of the game is well conceived. The *Silicon Valley* is a space station which was lost in deep space



[TRANSLATED FROM PENGUIN] "I SHOULDN'T WORRY ABOUT GLOBAL WARMING ERNIE, YOU'VE GOT MORE CHANCE OF SEEING A POLAR BEAR ON CATERPILLAR TRACKS..."



THE SPACE STATION KNOWN AS SILICON VALLEY WAS LOST WHILE ORBITING THE SUN, BUT NOW IT'S BACK, AND BOY ARE THINGS WEIRD!



THE TWO HEROES OF *SILICON VALLEY*, DAN DANGER ON THE LEFT, AND EVO THE EXPERIMENTAL DROID ON THE RIGHT. THEY'RE THE ORIGINAL ODD COUPLE!

Nations of Earth sends in two expendable agents – Evo and Dan Danger, to find out just what the hell is aboard the mysterious ship. Evo

was created using the data of the SV project and is therefore not human and has a four figure IQ. Dan is about as typical a human as you can get. This is their story...

*Silicon Valley* is a mixture of game styles because Evo can adapt to any environment, and if defeated, the station's 40 animals can be taken over and then controlled until you fight the next one. Each animal has



EVO'S PLAN HAD WORKED, SO FAR NO-ONE ON SILICON VALLEY HAD NOTICED ANYTHING UNUSUAL ABOUT A SIX FOOT PINK RABBIT WHO KEPT ASKING QUESTIONS...



while orbiting the sun. On-board were many scientists who were conducting experiments that were too dangerous to perform on earth – genetic engineering, cross-breeding etc. Now, after centuries in space, the good ship *Silicon Valley* has drifted back into our solar system. First a group of marines are sent in to investigate the highly populated structure. They disappear without a trace. Next up is the fearsome bunch of hard nuts known as the Vacuum Patrol. Gone.

Finally, the President of the Unified

specific abilities and this means you must pick the right one for the task in hand.

With more than 50 levels to the game, *Silicon Valley* looks like a fantastic *Mario*-style adventure with plenty of variety, but all eyes will be on DMA to see if it can incorporate so many playing styles successfully. At the moment the game is set for an Xmas or early 1998, but we will visit DMA as soon as publisher BMG gets its finger out.



**Prospects:** DMA ARE PROVEN GAME MAGICIANS AND THIS COULD BE THE SURPRISE HIT OF THE YEAR.

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## Ninforation



12 MB

Memory

YES

Publisher:  
Developer:Ocean  
OceanGame Type: Action/Shoot-'em-up  
Version Reviewed: USARelease Date:  
Price:July '97  
TBA

# MISSION IMPOSSIBLE



THIS IS A RARE SHOT OF THE ACTUAL GAMEPLAY IN *MISSION IMPOSSIBLE*. FIRST IMPRESSIONS ARE THAT IT RESEMBLES *DIE HARD* TRILOGY ON THE PLAYSTATION – ONLY BETTER.



IMAGINE A CROSS BETWEEN  
*Tomb Raider* and an RPG, and  
you're still some way away

from explaining Ocean's first Nintendo 64 game, *Mission Impossible*. It's basically a first person action title which relies on social interaction for progression. You can blow people away if you wish, but the most likely course will be to use your wits. This offers many more options than, say, *Turok*.

Here's an example. Early on in the

## This article will self **DESTRUCT** in five seconds...

game you find yourself (that is, the lead character Ethan Hunt, son of Mike) at a swanky 'do.' But without a much-needed invitation. A fat bloke is sitting on a couch. He's holding a ticket. In the world of *Doom* or *Lara Croft*, your next action would be to blow Porky sky high and nab the ticket, but characters in *Mission Impossible* act differently. You



"SO THAT'S A BARGAIN BUCKET, TWO COKES AND FOUR LARGE FRIES – TO GO."



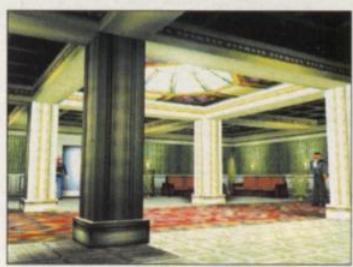
THE NAME'S HUNT, ETHAN HUNT, AND THIS LOOKS SUSPICIOUSLY LIKE A SILICON GRAPHICS MOCK UP SHOT. HMM.



YOU'RE A SUPERSPY. YOU'VE JUST BROKEN INTO A SECRET ENEMY BASE – AND YOU'VE ONLY GONE AND FORGOTTEN YOUR JACKET!

have to use your wily ways to snaffle the ticket – perhaps persuade him into a side-room, or plain ask for the ticket. Each character is programmed to react differently according to your actions – even those you are not addressing directly. This makes for a potentially intriguing title.

The Artificial Intelligence – developed by Ocean's parent company



*MISSION IMPOSSIBLE* IS NOT JUST A SHOOT-'EM-UP – OH NO, IT ALSO RELIES ON ADVENTURE ELEMENTS. DO YOU COSH THIS GUARD, OR SIMPLY BLOW HIS BRAINS OUT, FOR EXAMPLE?

Infogrames and dubbed 'Suul' – is the most appealing aspect of the game so far. But to ignore the stupendous graphics would be to do the US-based developers a gross injustice. This is, quite simply, a very attractive game. Character movements are delicious and the interactive backgrounds are fun to explore.



What may attract most gamers though is the array of gadgets at your disposal during the six missions – far more than Tom Cruise could command. They include the ability to change faces, blow up stuff with exploding bubble gum and take snapshots with your spectacles.

Camera angles for the game are similar to *Mario* and *Turok*. Ocean says it's peeved about this since *Mission Impossible* predates even *Mario* by a year. The camera problem which irritated some *Mario* players has yet to be completely solved. Ocean says it will find a solution whereby the camera will actually be in the most advantageous

place. Also, look out for the super-cool 64DD version which will incorporate more voice interaction, deeper AI and, amazingly, online play capabilities.



**Prospects:** THE CRUISER DID WONDERS FOR THE MOVIE AND THE GAME LOOKS JUST AS ACTION-PACKED. TOP STUFF.



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# GOEMAN 5



Ninforation

Players: 1-2 | Carts: TBA | Memory: YES

Publisher: Konami | Developer: Konami

Game Type: Adventure | Origin: Japan

Release Date: Autumn '97 | Price: £TBA

The Legend of the Mystical NINJA returns in **STYLE** on the N64!



**THE GOEMAN SERIES HAS BEEN** with Nintendo owners since the very beginning, although you probably know it more as *Mystical Ninja*. An adventure of magnificent proportions and one which appealed to gamers who were tired of that goody two-shoes Mario, *Legend of the Mystical Ninja* on the Super NES was considered a third party classic, even rivalling Nintendo's own *Zelda*.

*Goeman 5* on the Nintendo 64 is just as enthralling, but obviously



A VIOLENT CLOWN IS ONE OF THE LEVEL GUARDIANS IN AN EARLY TOWN. THESE BOSSSES HAVE CERTAINLY COME A LONG WAY SINCE THE SUPER NES DAYS WHEN THEY WERE JUST FLAT 2-D SPRITES.

boasts incredible looking scenery and a 3-D gaming environment which rivals even *Mario 64* for size and scale.

You control two characters in the game, called Ebishumaru and Goeman himself, and it is set largely in ancient Japan, although it is thought there are to be some sort of time travelling shenanigans. The world is completely live, and so you can wonder around performing tasks for local nobles, acting as a kind of vigilante for your home town, and the emphasis is on getting money and gradually building up your weapon strength. Naturally, as in the first four games, combat is rife and when you encounter an enemy the game switches to a whole new shoot-'em-up section.

Apart from the huge number of impressive bosses who can be located in key buildings in every town, *Goeman 5* boasts a two player co-operative mode which works in a similar way to the venerable coin-op, *Gauntlet*. This means you and a friend can team up and play the whole game side by side; perhaps covering

## Baseball comes to N64!

KONAMI ALSO HAS THE CUTESTY STYLE *POWERFUL PRO BASEBALL 4* ARRIVING LATER THIS YEAR AND IT HAS ALREADY PROVED A HIT IN ITS NATIVE JAPAN. FEATURING THE SAME COLOURFUL CARTOON GRAPHICS OF KONAMI'S PREVIOUS BASEBALL GAMES ON THE SUPER NES, *PRO BASEBALL* ON THE N64 MAKES GOOD USE OF THE ANALOGUE CONTROLLER FOR PERFECTLY PRECISE HITTING AND FIELDING. KONAMI HAS NOT YET SAID WHETHER *PRO BASEBALL* WILL EVER MAKE IT TO EUROPE, BUT IT IS AVAILABLE ON IMPORT SOON AND WE'LL HAVE A FULL REVIEW THEN.



each other's backs when entering a hostile town.

*Goeman 5* is an almost limitless experience from what we've seen, and with a whole world to explore full of bizarre characters, bonus rooms and many different sub-plots, Konami looks to have a winner. **P64**



**Prospects: GOEMAN HAS THE MIGHTY ZELDA TO CONTEND WITH, BUT IT'S MORE HARD EDGED WORLD WILL BE AN INSTANT HIT WITH ADULT GAMERS. THE TWO PLAYER ELEMENT IS ALSO VERY APPEALING.**



LIKE MARIO 64, YOU HAVE COMPLETE FREEDOM OF MOVEMENT IN *GOEMAN 5*, HERE GOEMAN CAN BE SEEN LEAPING ACROSS A LAKE NEAR HIS HOME TOWN.



THE COMBAT IS STILL A MAJOR FORCE IN THE *GOEMAN* SERIES, BUT NOW IT'S MORE IMPRESSIVE THAN EVER. FULL 3-D CONFLICT – IT LOOKS AMAZING.

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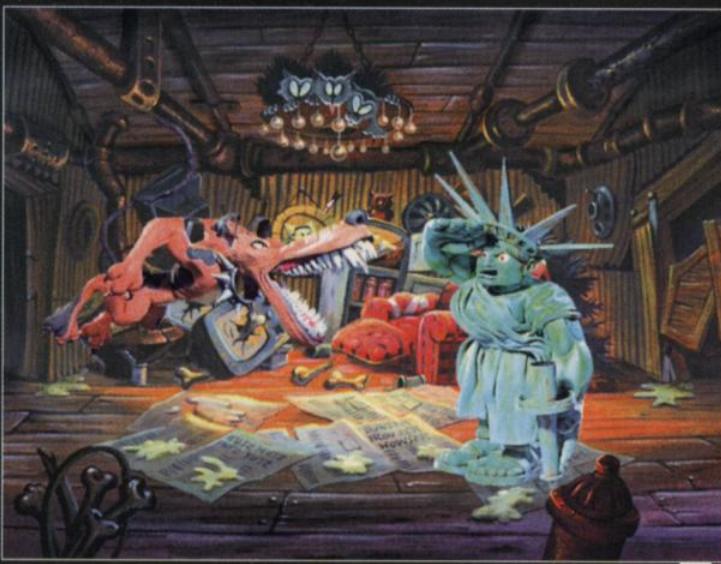
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THE CHARACTERS IN CLAY FIGHTER EXTREME ARE UNLIKE ANYTHING YOU WILL HAVE SEEN BEFORE - A SORT OF WALLACE & GROMIT MEET NIGHTMARE ON ELM STREET.



THE INEVITABLE ICE LEVEL - EVEN THOUGH THE TROPICAL ISLAND CLIMATE MAKES THIS IMPOSSIBLE. STILL, LOOKS GOOD THOUGH.

Ninformation



8 MB  
8 MB  
YES

Publisher:  
Developer:

Interplay

Game Type:  
Origin:

Beat-'em-up  
USA

April/May '97  
£TBA

# CLAY FIGHTER EXTREME

Is this the **TIME** for judgement clay?

**INTERPLAY'S CLAYMATION**  
animation engine first appeared in *Clay Mates* on the Super NES in late 1993 and it immediately wooed all those who clapped eyes on it. It was neither traditional sprite or stock frame animation, but a clever blend of the two, and it went on to spawn the two



INTERPLAY'S CLAYMATION  
TECHNIQUES ENABLE THESE COLOURFUL  
FREAKS TO BE MADE FROM ACTUAL CLAY  
AND THEN SCANNED INTO THE COMPUTER  
TO BE USED AS IF THEY WERE NORMAL  
COMPUTER SPRITES.

player beat-'em-up *Clay Fighter* - an instant hit for developers Interplay. *Clay Fighter Extreme* is the third in the series and the latest horizontally viewed beat-'em-up to appear on the Nintendo 64 after the dire *Mortal Kombat Trilogy* and *Killer Instinct*. Whipping these two will be an easy task then.

*Clay Fighter Extreme* is all very familiar stuff. The plot concerns your bunch of malleable heroes who, whilst on route to vanquish the evil world-conquering Dr Kiln, crash land in their plane on his island - slap bang in the middle of a Clay Fighting tournament. Cue plenty of special

moves, one-on-one combat, and because of the clay theme, lots of melting, bending, slopping and morphing.



GRAPHICALLY CLAY FIGHTER EXTREME IS IN A WHOLE NEW LEAGUE, BUT HOW MUCH OF THIS IS ACTUAL N64 AND NOT SILICON GRAPHICS DEMOS?

The game offers ten all new characters, each one radically different and comical (a walking statue of liberty and a guy called Hobocop who 'moons' his opponents among others), and there are 17 different backgrounds - although the pixel perfect screenshots in this preview look to be Silicon Graphics mock-ups.

The fun in *Clay Fighter Extreme* comes from the hilarious special moves which each character can perform. Clay is of course completely adaptable and so arms can become hammers or anvils, and you can even turn your pugilist into a totally different shape to repel an attack. Interplay also claims that you will be able to fight in all directions, not just left and right. *Clay Fighter Extreme* certainly looks like a laugh and it's got the heritage of the Super NES game behind it, but only the full 64 MAGAZINE review can tell you whether it will be the best beat-'em-up on the N64.

**Prospects:** IT CAN HARDLY BE ANY WORSE THAN MK TRILOGY AND KILLER INSTINCT, CAN IT? LAUGHS A PLENTY.





# CRUIS'N WORLD



YES IT HAD TO HAPPEN, AFTER the phenomenal sales success of *Cruis'n USA* (it

sold out in America because there was nothing else out for the N64 at the time), the same team has got together for the sequel, *Cruis'n World*. Not surprisingly, now you can race all over the planet rather than just in the USA, but the big question is whether it's



GRAPHICALLY, *CRUIS'N WORLD* IS MORE REALISTIC THAN THE FIRST GAME, BUT HAVE THEY ELIMINATED THE DREADED POLYGON POP-UP?

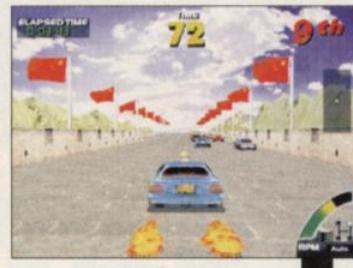
It's back for ANOTHER try, but should they bother?

actually any good? Anyone who read the first issue of 64 MAGAZINE will know we hated *Cruis'n USA* and really did expect something better of *Defender* creator Eugene Jarvis.

At the moment the N64 version is in its early stages but it is already out in

the arcades and so we know what to expect. Basically you get background scenery which matches the country you are racing through, more light hearted driving action, and even more wacky cars.

The 15 countries include France,



Russia is the setting for this race, and as you engage the turbos the tyres light up, leaving flames scorching the tarmac - get it up to 88mph!



LIKE THE CLASSIC RACER *STUNT RACE FX*, *CRUIS'N WORLD* HAS A SECTION WHICH TAKES YOU THROUGH A GIANT AQUARIUM. AT THE MOMENT IT'S STILL UNFINISHED THOUGH.

Italy, China, Russia, Egypt and Australia, and the new cars even give you the chance to shoot slow traffic out of the way and smash through roadblocks. There will also be more realistic crashes, and the lack of these was a big criticism of the first game. Hopes are high for a much better racing experience now that the team has more time to fine tune the gameplay, but we'll have to wait quite a few months for a playable copy.



**Prospects:** ALL THOSE THOUSANDS OF PEOPLE STUNG BADLY BY THE FIRST GAME WILL STILL BE LICKING THEIR WOUNDS WHEN THIS COMES OUT. WE'RE NOT HOLDING OUR BREATH.

# MACE: THE DARK AGE

EVERY N64 beat-'em-up so far has been PANTS, is this the exception?



WHY SHOULD YOU BE EXCITED about *Mace: The Dark Age*? Well for a start it looks far better than any other beat-'em-up this side of a full blown coin-op, with amazingly sharp and clear graphics.

Like *Soul Edge/Blade* on the PlayStation, this is a weapons-based

beat-'em-up, with 11 characters who were whittled down from 30 in focus groups. Each is well drawn and the characters are realistically animated using Atari's Motion Capture studio.

The key to success in the fighting game market appears to be variety in both the pugilists and the moves, and

*Mace* is certainly up there with the best of them. Lord Deimos is a huge knight clad in red armour who brandishes a double handed sword. Ragnar is an insane Viking. Koyasha is the token ninja. Al-Rashid looks to be a Persian assassin, and then there's Takeshi (Samurai), Mardos Kull (mercenary), Xiao Long

(blind monk!), Countess Tisia (don't call her babe) and Namira who is a harem girl. In addition there are two playable bosses: Grendal (black gargoyle) and Asmodious (not yet revealed to 64 MAGAZINE and is therefore sinister).

The developers have hinted that there will be decapitations rather than characters just losing energy, and there are also no ring-outs. The backgrounds are not interactive, but you will be killed if you stray off the edges, into lava, for example.

*Mace* is certainly one of the best looking beat-'em-ups we've ever seen, join us for the first import review in a couple of months.



LORD DEIMOS HACKS DIVOTS OUT OF RAGNAR WHO HAS FALLEN TO HIS KNEES UNDER THE ONSLAUGHT. THE LAVA ON EITHER SIDE WILL KILL WHOEVER FALLS INTO IT FIRST.



THE GRAPHICS IN *MACE* ARE TRULY EXTRA-ORDINARY, JUST LOOK AT THE TRANSPARENCY ON NAMIRA'S TROUSERS, AND THE GLORIOUS SUNSET EFFECT IN THE BACKGROUND.



BEING BLIND DOES HAVE SOME COMPENSATIONS, AS XIAO LONG HERE USES AN ENERGY BLAST TO ENVELOPE HIS OPPONENT.

**Prospects:** JUST LOOK AT IT - THIS IS ONE SERIOUS TEKKEN 3 CONTENDER.

100% PlayStation 0% Fair

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# 64 NINDEX

magazine

96

Month by month the **NINDEX** section will grow to become an **AUTHORITATIVE** guide to every Nintendo 64 game ever reviewed by **64 MAGAZINE**. Import releases as well as all **OFFICIAL** games will be covered, along with all the **INFORMATION** you need to make an informed buying decision. **NINTENDO** predict that there will be over **100** titles by the end of the year, so watch the Nindex **SWELL** to **GIGANTIC** proportions!

## BLAST CORPS

Publisher: NINTENDO Reviewed in: ISSUE 2 (IMPORT) By: STUART WYNNE

64 magazine Score 88%

**WE SAID:** "Blast Corps is a riotous arcade experience structured to provide massive, total addiction. The 'just-one-more-go' syndrome is impossible to resist, burning up midnight hours in a frantic rush to uncover yet more bonuses and vehicles. It's fantastic fun, but like most good things doesn't last as long as you might want."



## CRUIS'N USA

Publisher: NINTENDO Reviewed in: ISSUE 1 (IMPORT) By: GRAEME NICHOLSON

64 magazine Score 31%

**WE SAID:** "Cruis' n USA is a depressingly poor product that is not worth more than five pounds of your money. Each leg is only worth winning for the marvellous breasts belonging to the bouncy young lady who presents you with your trophy, but sadly this alone doesn't justify the heavy price tag. Steer clear."



## DOOM<sup>64</sup>

Publisher: GT

Reviewed in: ISSUE 1 (IMPORT)

By: JOHN McCLEARY

64 magazine Score 81%

**WE SAID:** "Cynics might suggest that the Nintendo 64 was built for better things, but it's flaming good fun, even if you have already spent half your life crawling the caverns of *Doom* on all the other platforms. A worthy update of an undoubtedly classic, but it's not exactly a major step forward."



## FIFA<sup>64</sup>

Publisher: EA

Reviewed in: ISSUE 2 (OFFICIAL)

By: PHIL KING

64 magazine Score 29%

**WE SAID:** "Frustratingly shallow, predictable action that even a long-suffering Arsenal fan would find difficult to endure. At the end of the day, *FIFA 64* may have all the real players and some TV-style gimmicks, but it doesn't play a decent game of football and is one of the N64's worst games. Avoid."



## HUMAN GRAND PRIX

Publisher: HUMAN

Reviewed in: ISSUE 2 (IMPORT)

By: DAMIAN BUTT

64 magazine Score 78%

**WE SAID:** "Human GP is an impressive piece of software, but you can't help feeling that it was rushed to be one of the N64's first games. As it is, this is merely a Super NES game with added 'zing' and not a true next generation experience. Some good ideas though."



## KILLER INSTINCT GOLD

Publisher: NINTENDO

Reviewed in: ISSUE 1 (IMPORT)

By: STUART WYNNE

64 magazine Score 75%

**WE SAID:** "Ultimately, this is an excellent conversion of a decent coin-op. It has neither the instinctive playability of *SFII* nor the kinetic realism of 3-D graphics. It is, however, a very well presented, often spectacular game with one of the N64's best soundtracks to date. *Killer Instinct*'s a useful stop-gap."



# The Games Nindex

## SUPER MARIO<sup>64</sup>

Publisher: NINTENDO Reviewed in: ISSUE 1 (IMPORT) By: STUART WYNNE

**WE SAID:** "Nintendo's embrace of 3-D gaming is so comprehensive, so well thought-out that it marks the biggest advance in game design since the business began. The sheer scale of the achievement, in originality, variety and technological muscle earns it a 'Best Game Ever' acclamation. Dwarves anything yet seen on the CD superconsoles..."

64 magazine **Score 95%**



## MARIO KART<sup>64</sup>

Publisher: NINTENDO Reviewed in: ISSUE 1 (IMPORT) By: STUART WYNNE

**WE SAID:** "Mario Kart 64 undoubtedly delivers on its promise of unrivaled four-player gameplay. In some modes, a consequent conservatism lessens the immediate impact but the familiar richness of gameplay, and plenty of underlying depth, ensures in no department does the game disappoint. Once again, the more you play, the more you enjoy."

64 magazine **Score 94%**



## MORTAL KOMBAT TRILOGY

Publisher: GT Reviewed in: ISSUE 2 (IMPORT)

By: RYAN BUTT

64 magazine **Score 62%**

**WE SAID:** "Mortal Kombat Trilogy is playable – just, but do we really want something that has been flogged to death as often as this on our shiny new 64-bit system? Give your wallet a break and give this a wide berth. There will be more impressive things later in the year."



## NBA HANGTIME

Publisher: NINTENDO Reviewed in: ISSUE 2

By: PHIL KING

64 magazine **Score 60%**

**WE SAID:** "Sadly the three-button arcade gameplay, although fun, lacks the depth and challenge required for long-term interest. It still plays, and even looks, remarkably like the original *NBA Jam*: the simple sprite animation doesn't exactly push the 64's capabilities to the limit. A good laugh with four players, but it seems incredibly primitive..."



## PERFECT STRIKER

Publisher: KONAMI Reviewed in: ISSUE 1

By: PHIL KING

64 magazine **Score 91%**

**WE SAID:** "Great-looking, supremely playable and brilliant fun with a group of friends, *Perfect Striker* has already set a league-topping standard which subsequent soccer rivals will find very hard to emulate. The final result is a realistically varied game with no shortage of skillful play. Particularly satisfying in multi-player mode."



## PILOT WINGS<sup>64</sup>

Publisher: NINTENDO Reviewed in: ISSUE 1 (IMPORT) By: GRAEME NICHOLSON

64 magazine **Score 89%**

**WE SAID:** "The best asset which *PilotWings 64* has is the immense freedom offered. With moments of both total tranquillity and frantic action, *PilotWings 64* is an excellent game to accompany your new super console, and although it's pretty, prolonged playing has shown that it's not just a looker."



## SHADOWS OF THE EMPIRE

Publisher: NINTENDO Reviewed in: ISSUE 1 (IMPORT)

By: MARK WYNNE

64 magazine **Score 88%**

**WE SAID:** "Set against its only true peer, the faultless *Mario 64*, *Shadows of the Empire* is inevitably a flawed masterpiece, but LucasArts should be proud of its contribution to the Nintendo 64's successful launch and few will be disappointed with this truly worthy addition to the *Star Wars* legacy."



## TUROK: DINOSAUR HUNTER

Publisher: ACCLAIM Reviewed in: ISSUE 2 (OFFICIAL)

By: DAMIAN BUTT

64 magazine **Score 82%**

**WE SAID:** "Although *Turok* is visually impressive and certainly a good argument to put to your better half for buying an N64, the gameplay soon because repetitive and any clever ideas brought on in the early stages make way for mindless shooting and maze exploration near the end. A decent game though."



## WAVE RACE

Publisher: NINTENDO Reviewed in: ISSUE 1 (IMPORT)

By: STUART WYNNE

64 magazine **Score 94%**

**WE SAID:** "Wave Race 64 has turned out to be a dark horse of Grand National-winning quality. The stunning graphics, immaculate playability and entirely original handling make for a game like no other. As much as for *Super Mario 64* or *Mario Kart 64*, *Wave Race 64* alone justifies the cost of the N64."



## WAYNE GRETSKY'S HOCKEY

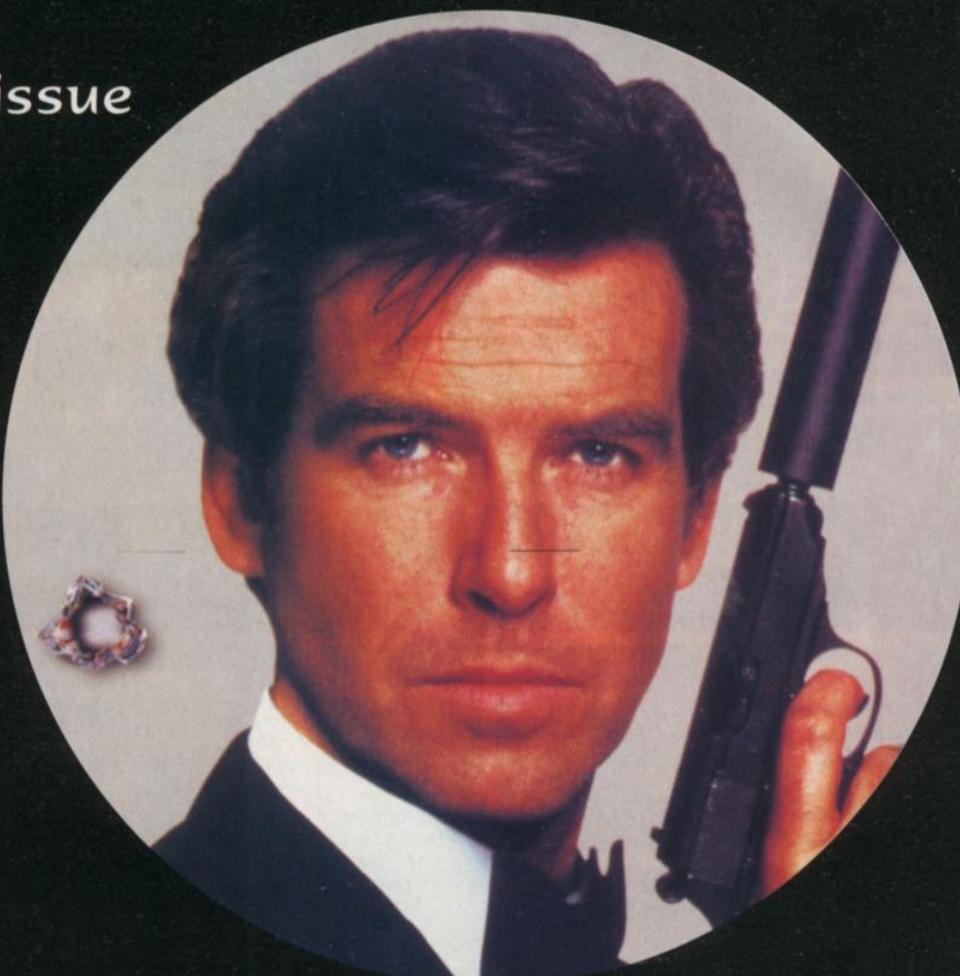
Publisher: GT Reviewed in: ISSUE 2 (IMPORT)

By: DAMIAN BUTT

64 magazine **Score 84%**

**WE SAID:** "Overall *Wayne Gretsky's 3D Hockey* is an infinitely playable sports game which offers unparalleled four player action, but it could have looked to the 16-bit games for some of the missed features. The analogue stick is a marvel for games like this, and it makes short work of spinning and skating around the rink at high speed."





# THE NAME'S BOND, JAMES BOND...



Join us on the 26 June for a full behind-the-scenes report on Rare's incredible new 3-D shoot-'em-up, *Goldeneye* – only for the Nintendo 64!

The following games are also **DESTINED** to arrive for the next issue of 64 Magazine!

*Multi Racing Championship, Goeman 5, Bomberman 64, a huge Zelda feature, more on Castlevania 3D, Turok 2, Rev Limit, Wild Choppers, Blast Corps* solution and more of the best reviews, previews and hard-hitting news for the serious Nintendo gamer!



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Mail Address  
64 Magazine, Paragon Publishing  
Ltd, Paragon House, St Peter's  
Road, Bournemouth BH1 2J5  
Phone: (01202) 299990  
Fax: (01202) 299995

**Managing Editor**  
Damian Butt  
gecko@paragon.co.uk

**Contributing Editor**  
Stuart Wynne  
swv@paragon.co.uk

**Art Director**  
Mark Kendrick  
mkendrick@paragon.co.uk

**Advertising Manager**  
Michael Hallton  
(01202 200242)  
advertising@paragon.co.uk

**Special thanks to:**  
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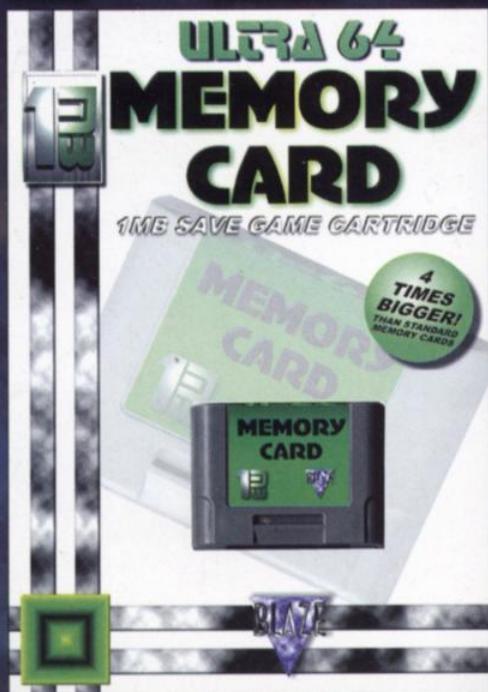
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## Star Fox 64



"The greatest shoot-'em-up since *Space Invaders*, another killer app for the N64!"

## Blast Corps



"A riotous arcade experience structured to provide massive, total addiction!"

## Wayne Gretsky



"The moment puck hits ice WG shifts up a gear – it's the best ice hockey game ever!"

## Human GP



"A Super NES game with added 'zing' and not a true next generation experience."



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